Pokémon™

HeartGold Version / SoulSilver Version

The Official Pokémon

Kanto Guide & National Pokédex

How to Use this eGuide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The Table of Contents puts all of the eGuide sections for **Pokemon HeartGold & SoulSilver: Official Pokemon Kanto Guide & National Pokédex** at your fingertips. You can select the To Contents button from any eGuide page to return to the Table of Contents at any time.

You can use the "page forward" and "return to beginning" icons to navigate through the eGuide.



For any other questions about your eGuide, check out the help button.

Enter keywords to find a specific word or phrase.

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Town and Route
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● By Route number

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Heroes and Allies



Hero
(Boy or Girl)

A boy or girl who loves Pokémon. Having conquered the Johto Pokémon League, it's time to beat every Gym in the Kanto region and complete the Pokédex!

Professor Elm

A Pokémon researcher from Johto. He's known throughout the world as an authority on Pokémon Evolution.



Professor Oak

A Pokémon researcher of great renown. After seeing your talent, he asks you to help him fulfill his long-held dream of completing the Pokédex.

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Kanto Gym Leaders



Saffron City Gym Leader
Sabrina

Vermilion City Gym Leader
Lt. Surge

Cerulean City Gym Leader
Misty

Celadon City Gym Leader
Erika

Pewter City Gym Leader
Brock

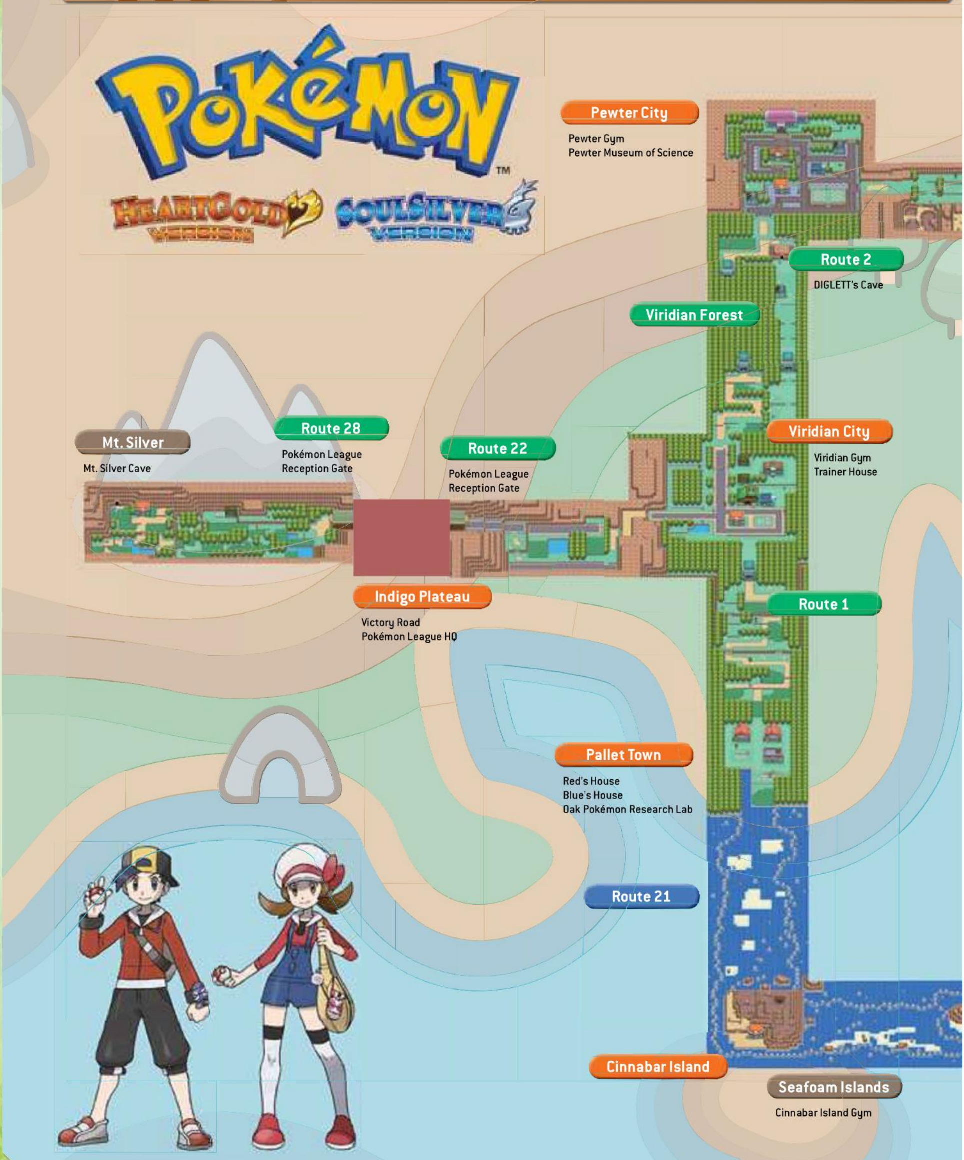
Cinnabar Island Gym Leader
Blaine

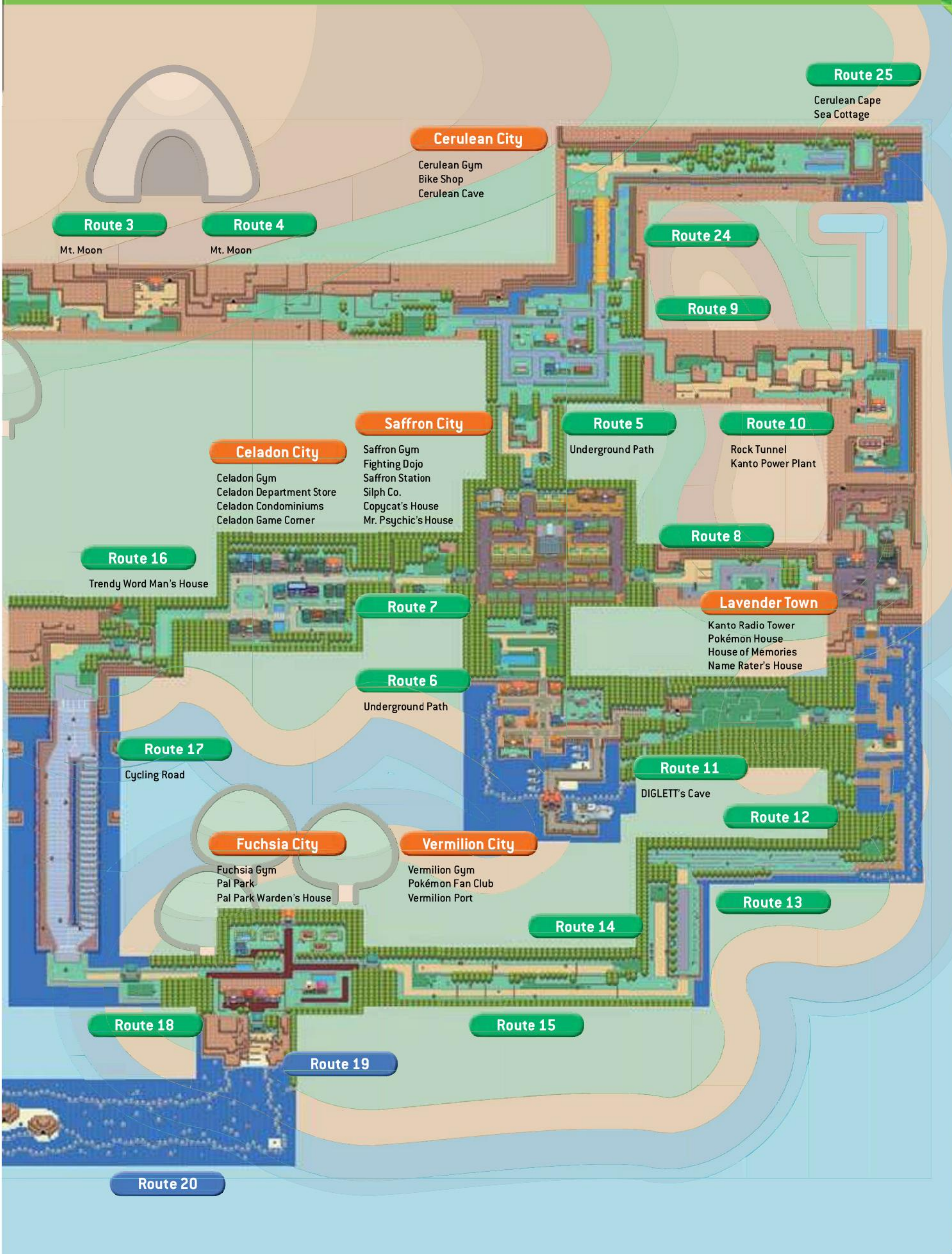
Fuchsia City Gym Leader
Janine

Viridian City Gym Leader
Blue

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Kanto Region Map




Route 25
Cerulean Cape
Sea Cottage
Cerulean City
Cerulean Gym
Bike Shop
Cerulean Cave
Route 3
Mt. Moon
Route 4
Mt. Moon
Route 24
Route 9
Saffron City
Saffron Gym
Fighting Dojo
Saffron Station
Silph Co.
Copycat's House
Mr. Psychic's House
Route 5
Underground Path
Route 10
Rock Tunnel
Kanto Power Plant
Celadon City
Celadon Gym
Celadon Department Store
Celadon Condominiums
Celadon Game Corner
Route 8
Route 16
Trendy Word Man's House
Route 7
Lavender Town
Kanto Radio Tower
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Name Rater's House
Route 6
Underground Path
Route 17
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Route 11
DIGLETT's Cave
Route 12
Fuchsia City
Fuchsia Gym
Pal Park
Pal Park Warden's House
Vermilion City
Vermilion Gym
Pokémon Fan Club
Vermilion Port
Route 13
Route 14
Route 18
Route 15
Route 19
Route 20

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Recommended Kanto Route

Below is a recommended route for you to follow as you continue your post-Hall of Fame adventures in the Kanto region. Use this guide to check your progress or figure out where to go next.

1 New Bark Town (Johto region) — Page 16
- Visit Professor Elm's Pokémon Lab
- Receive the S.S. Ticket

2 Route 40 (Johto region) — Page 16
- The Battle Frontier opens
- Get your Vs. Recorder upgraded at the entrance

3 Olivine City (Johto region) — Page 17
- At the dock, Professor Oak upgrades your Pokédex to the National Pokédex
- Board the Fast Ship S.S. Aqua at the Olivine Port

4 Fast Ship S.S. Aqua — Page 18
- An old man asks you to find his grandchild
- A Sailor asks you to find his friend
- Talk to Sailor Stanly, and he challenges you to battle
- Play hide-and-seek with a girl and find her
- Talk to the Sailor at the entrance to disembark

5 Vermilion City — Page 20
- Encounter Suicune and Eusine

Gym Battle 9: Gym Leader Lt. Surge

6 Route 6 — Page 22

7 Saffron City — Page 24

Gym Battle 10: Gym Leader Sabrina

8 Route 8 — Page 28

9 Lavender Town — Page 29

10 Route 10 — Page 31

11 Rock Tunnel — Page 31

12 Route 9 — Page 32

13 Kanto Power Plant — Page 33
- Hear about the stolen Machine Part
- Learn that the thief is in Cerulean City

14 Route 9 — Page 32

15 Cerulean City — Page 36
- Run into the thief in the deserted Gym

16 Route 24 — Page 38
- Talk to the thief and battle him
- The thief tells you where to find the Machine Part

17 Cerulean City — Page 37
- Find the Machine Part inside the Gym

18 Route 25 — Page 40
- Interrupt Misty's date

19 Cerulean City — Page 37

Gym Battle 11: Gym Leader Misty

20 Kanto Power Plant — Page 34
- Give the Machine Part to the plant manager

21 Lavender Town — Page 30
- The manager gives you the EXPN Card

22 Saffron City — Page 26
- The Copycat says she lost a Poké Doll in Vermilion City

23 Routes 5 and 6 • Underground Path — Page 22

24 Vermilion City — Page 21
- Get the Lost Item from a boy in the Pokémon Fan Club
- Steven tells you about Latias/Latios
- Latias/Latios starts roaming the region, and you can now catch it *1

25 Saffron City — Page 26
- Give the Lost Item to Copycat
- The Copycat gives you the Magnet Train Pass

26 Route 7 — Page 28

27 Celadon City — Page 41

Gym Battle 12: Gym Leader Erika

28 Route 16 — Page 45

29 Route 17 — Page 45

30 Route 18 — Page 45

31 Fuchsia City — Page 48
- The Pal Park opens

Gym Battle 13: Gym Leader Janine

32 Route 15 — Page 50

33 Route 14 — Page 51
- Encounter Suicune and Eusine

34 Route 25 — Page 40
- Catch Suicune

35 Lavender Town — Page 40
- Exit the town to the south

36 Route 12 — Page 54
- The Fisherman in the house gives you the Great Rod

37 Route 13 — Page 53

38 Route 11 — Page 55
- Tune the radio to the Poké Flute broadcast and wake up Snorlax
- Catch Snorlax

39 DIGLETT's Cave — Page 58

40 Route 2 — Page 59

*1 Latias appears in *Pokémon HeartGold Version*, and Latios appears in *Pokémon SoulSilver Version*.
*2 You'll get the Silver Wing in *Pokémon HeartGold Version*, or the Rainbow Wing in *Pokémon SoulSilver Version*.
*3 You'll get the Blue Orb in *Pokémon HeartGold Version*, or the Red Orb in *Pokémon SoulSilver Version*.
*4 Kyogre appears in *Pokémon HeartGold Version*, and Groudon appears in *Pokémon SoulSilver Version*.

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The adventure doesn't stop here!

Set out to complete your National Pokédex!

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Daily Event Schedule

The schedule below lists events that happen at different times of day or on different days of the week. Use this information to make the most of your adventure.

MONDAY

Johto region

Apricorn Poké Ball

Each day, Kurt can make one kind of Poké Ball for you. Come back the next day to see the Poké Ball he has created for you.

Where Kurt's house in Azalea Town
Time Anytime

Pokémon Lottery Corner

This Pokémon ID No. Loto Ticket drawing is held once per day.

Where Goldenrod City Radio Tower 1F
Time Anytime

Buena's Password

Once per day, earn points on your Blue Card by telling Buena the passwords you heard on the Buena's Password radio show.

Where Goldenrod City Radio Tower 2F
Time Anytime

Accessory drawing

Pay 100 in prize money to take part in a drawing for Accessories. You'll need the Fashion Case to play.

Where Goldenrod Tunnel
Time Anytime

Bargain shop

Get bargain prices on items once per day.

Where Goldenrod Tunnel
Time 4 A.M. – 10 A.M.

Daily Drawing Corner

Take part in a drawing for 300 in prize money. The 1st prize: TM65 Shadow Claw, 2nd prize: Nest Ball, 3rd prize: Oran Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Persim Berry, or Cheri Berry.

Where Goldenrod Department Store 6F
Time Anytime

Get Seals

If you have the Seal Case, a girl gives you three kinds of Seals once per day.

Where House in Olivine City
Time Anytime

Day-of-the-Week Sibling Monica

Talk to Monica to receive the Sharp Beak. If you talk to her after meeting all the Day-of-the-Week Siblings, she gives you the Alert Ribbon.

Where Route 40
Time Anytime

Board the Fast Ship S.S. Aqua

Post-Hall of Fame, the Fast Ship S.S. Aqua departs for Vermilion City. Talk to the ship's Captain once per day to receive a special Plate. (Your first visit to the Fast Ship S.S. Aqua can be on any day of the week, but you won't receive a Plate.)

Where Olivine Port
Time Anytime

Rival battle

After the post-Hall of Fame Tag Battle at the Dragon's Den, your rival can challenge you once per day at the Pokémon League entrance.

Where Indigo Plateau
Time Anytime

Photographer Cameron locations

Goldenrod City (after beating the Cherrygrove Gym)/Ruins of Alph (after beating the Cherrygrove Gym)/SLOWPOKE Well (after beating the Cherrygrove Gym)/Goldenrod Tunnel/Route 35/Pokéathlon Dome/National Park/Olivine City/Dragon's Den

Where (See text to the left)
Time Anytime

Kanto region

See the Clefairy dance

Once per day, you can get a Moon Stone after watching Clefairy dance around the pond.

Where Mt. Moon area
Time 8 P.M. – 4 A.M.

Trainer House

Once per day, you can battle a Trainer in the basement. You receive 1 BP if you win.

Where Viridian City
Time Anytime

Grooming

Talk to Daisy once per day to have a Pokémon groomed, increasing its beauty, sheen, and friendship.

Where Blue's house in Pallet Town
Time 3 P.M. – 4 P.M.

Photographer Cameron locations

Saffron City (in front of Saffron Station)/Route 12/Pewter Museum of Science/Route 1/Route 21

Where (See text to the left)
Time Anytime

TUESDAY

Johto region

Apricorn Poké Ball

Each day, Kurt can make one kind of Poké Ball for you. Come back the next day to see the Poké Ball he has created for you.

Where Kurt's house in Azalea Town
Time Anytime

Pokémon Lottery Corner

This Pokémon ID No. Loto Ticket drawing is held once per day.

Where Goldenrod City Radio Tower 1F
Time Anytime

Buena's Password

Once per day, earn points on your Blue Card by telling Buena the passwords you heard on the Buena's Password radio show.

Where Goldenrod City Radio Tower 2F
Time Anytime

Accessory drawing

Pay 100 in prize money to take part in a drawing for Accessories. You'll need the Fashion Case to play.

Where Goldenrod Tunnel
Time Anytime

Pokémon Salon (senior stylist)

Give your Pokémon a 500 in prize money makeover once per day, raising its beauty, sheen, and friendship.

Where Goldenrod Tunnel
Time Anytime

Daily Drawing Corner

Take part in a drawing for 300 in prize money. The 1st prize: TM91 Flash Cannon, 2nd prize: Repeat Ball, 3rd prize: Oran Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Persim Berry, or Cheri Berry.

Where Goldenrod Department Store 6F
Time Anytime

Get Seals

If you have the Seal Case, a girl gives you three kinds of Seals once per day.

Where House in Olivine City
Time Anytime

Bug-Catching Contest

You can enter the Bug-Catching Contest once per day.

Where National Park
Time Anytime

Day-of-the-Week Sibling Tuscany

Talk to Tuscany to receive the TwistedSpoon (after beating the Violet Gym). If you talk to her after meeting all the Day-of-the-Week Siblings, she gives you the Shock Ribbon.

Where Route 29
Time Anytime

Talk to your rival

Talk to your rival, who is busy training at Dragon's Den (after the post-Hall of Fame Tag Battle at Dragon's Den).

Where Dragon's Den near Blackthorn City
Time Anytime

Photographer Cameron locations

New Bark Town (after beating the Goldenrod Gym)/Ruins of Alph interior (after beating the Goldenrod Gym)/Route 32 (after beating the Goldenrod Gym)/Ilex Forest (after beating the Goldenrod Gym)/Goldenrod Tunnel/Route 35/Pokéathlon Dome/Olivine City/Safari Zone Gate/Blackthorn City/Frontier Access

Where (See text to the left)
Time Anytime

Kanto region

Trainer House

Once per day, you can battle a Trainer in the basement. You receive 1 BP if you win.

Where Viridian City
Time Anytime

Grooming

Talk to Daisy once per day to have a Pokémon groomed, increasing its beauty, sheen, and friendship.

Where Blue's house in Pallet Town
Time 3 P.M. – 4 P.M.

Photographer Cameron locations

Route 26/Saffron City (in front of Saffron Station)/Celadon City/Fuchsia City/Pewter City/Route 1/Seafoam Islands

Where (See text to the left)
Time Anytime

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WEDNESDAY

Johto region

Apricorn Poké Ball

Each day, Kurt can make one kind of Poké Ball for you. Come back the next day to see the Poké Ball he has created for you.

Where Kurt's house in Azalea Town

Time Anytime

Pokémon Lottery Corner

This Pokémon ID No. Loto Ticket drawing is held once per day.

Where Goldenrod City Radio Tower 1F

Time Anytime

Buena's Password

Once per day, earn points on your Blue Card by telling Buena the passwords you heard on the Buena's Password radio show.

Where Goldenrod City Radio Tower 2F

Time Anytime

Accessory drawing

Pay 100 in prize money to take part in a drawing for Accessories. You'll need the Fashion Case to play.

Where Goldenrod Tunnel

Time Anytime

Pokémon Salon (junior stylist)

Give your Pokémon a 300 in prize money makeover once per day, raising its beauty, sheen, and friendship.

Where Goldenrod Tunnel

Time Anytime

Daily Drawing Corner

Take part in a drawing for 300 in prize money. The 1st prize: TM57 Charge Beam, 2nd prize: Net Ball, 3rd prize: Oran Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Persim Berry, or Cheri Berry

Where Goldenrod Department Store 6F

Time Anytime

Get Seals

If you have the Seal Case, a girl gives you three kinds of Seals once per day.

Where House in Olivine City

Time Anytime

The water level drops at the Lake of Rage

The lake's water level recedes, changing the area's layout.

Where Lake of Rage

Time Anytime

Day-of-the-Week Sibling Wesley

Talk to Wesley to receive the Black Belt. If you talk to him after meeting all the Day-of-the-Week Siblings, he gives you the Downcast Ribbon.

Where Lake of Rage

Time Anytime

Rival battle

After the post-Hall of Fame Tag Battle at the Dragon's Den, your rival can challenge you once per day at the Pokémon League entrance.

Where Indigo Plateau

Time Anytime

Photographer Cameron locations

Goldenrod City (after beating the Cherrygrove Gym)/SLOWPOKE Well (after beating the Cherrygrove Gym)/Route 34 (after beating the Cherrygrove Gym)/Goldenrod Tunnel/Pokéathlon Dome/National Park/Lighthouse 5F (Olivine City)/Route 45

Where (See text to the left)

Time Anytime

Kanto region

Board the Fast Ship S.S. Aqua

Post-Hall of Fame, the Fast Ship S.S. Aqua departs for Olivine City. Talk to the ship's Captain once per day to receive a special Plate.

Where Vermilion Port

Time Anytime

Trainer House

Once per day, you can battle a Trainer in the basement. You receive 1 BP if you win.

Where Viridian City

Time Anytime

Grooming

Talk to Daisy once per day to have a Pokémon groomed, increasing its beauty, sheen, and friendship.

Where Blue's house in Pallet Town

Time 3 P.M. – 4 P.M.

Photographer Cameron locations

Saffron City (in front of Saffron Station)/Route 12/Viridian City/Pallet Town/Mt. Silver

Where (See text to the left)

Time Anytime

THURSDAY

Johto region

Apricorn Poké Ball

Each day, Kurt can make one kind of Poké Ball for you. Come back the next day to see the Poké Ball he has created for you.

Where Kurt's house in Azalea Town

Time Anytime

Pokémon Lottery Corner

This Pokémon ID No. Loto Ticket drawing is held once per day.

Where Goldenrod City Radio Tower 1F

Time Anytime

Buena's Password

Once per day, earn points on your Blue Card by telling Buena the passwords you heard on the Buena's Password radio show.

Where Goldenrod City Radio Tower 2F

Time Anytime

Accessory drawing

Pay 100 in prize money to take part in a drawing for Accessories. You'll need the Fashion Case to play.

Where Goldenrod Tunnel

Time Anytime

Pokémon Salon (senior stylist)

Give your Pokémon a 500 in prize money makeover once per day, raising its beauty, sheen, and friendship.

Where Goldenrod Tunnel

Time Anytime

Daily Drawing Corner

Take part in a drawing for 300 in prize money. The 1st prize: TM60 Drain Punch, 2nd prize: Quick Ball, 3rd prize: Oran Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Persim Berry, or Cheri Berry.

Where Goldenrod Department Store 6F

Time Anytime

Bug-Catching Contest

You can enter the Bug-Catching Contest once per day.

Where National Park

Time Anytime

Get Seals

If you have the Seal Case, a girl gives you three kinds of Seals once per day.

Where House in Olivine City

Time Anytime

Day-of-the-Week Sibling Arthur

Talk to Arthur to receive the Hard Stone. If you talk to him after meeting all the Day-of-the-Week Siblings, he gives you the Careless Ribbon.

Where Route 36

Time Anytime

Talk to your rival

Talk to your rival, who is busy training at Dragon's Den (after the post-Hall of Fame Tag Battle at Dragon's Den).

Where Dragon's Den near Blackthorn City

Time Anytime

Photographer Cameron locations

Ruins of Alph interior (after beating the Goldenrod Gym)/Route 32 (after beating the Goldenrod Gym)/Route 34 (after beating the Goldenrod Gym)/Goldenrod Tunnel/Pokéathlon Dome/Route 39/Safari Zone Gate/Dragon's Den

Where (See text to the left)

Time Anytime

Kanto region

Trainer House

Once per day, you can battle a Trainer in the basement. You receive 1 BP if you win.

Where Viridian City

Time Anytime

Grooming

Talk to Daisy once per day to have a Pokémon groomed, increasing its beauty, sheen, and friendship.

Where Blue's house in Pallet Town

Time 3 P.M. – 4 P.M.

Photographer Cameron locations

Vermilion City/Cerulean City/Route 14/Route 22/Pallet Town/Mt. Silver Cave

Where (See text to the left)

Time Anytime

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Daily Event Schedule

FRIDAY

Johto region

Apricorn Poké Ball
Each day, Kurt can make one kind of Poké Ball for you. Come back the next day to see the Poké Ball he has created for you.
- Where: Kurt's house in Azalea Town
- Time: Anytime

Pokémon Lottery Corner
This Pokémon ID No. Loto Ticket drawing is held once per day.
- Where: Goldenrod City Radio Tower 1F
- Time: Anytime

Buena's Password
Once per day, earn points on your Blue Card by telling Buena the passwords you heard on the Buena's Password radio show.
- Where: Goldenrod City Radio Tower 2F
- Time: Anytime

Accessory drawing
Pay 100 in prize money to take part in a drawing for Accessories. You'll need the Fashion Case to play.
- Where: Goldenrod Tunnel
- Time: Anytime

Pokémon Salon (junior stylist)
Give your Pokémon a 300 in prize money makeover once per day, raising its beauty, sheen, and friendship
- Where: Goldenrod Tunnel
- Time: Anytime

Daily Drawing Corner
Take part in a drawing for 300 in prize money. The 1st prize: TM42 Facade, 2nd prize: Dark Ball, 3rd prize: Oran Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Persim Berry, or Cheri Berry.
- Where: Goldenrod Department Store 6F
- Time: Anytime

Get Seals
If you have the Seal Case, a girl gives you three kinds of Seals once per day.
- Where: House in Olivine City
- Time: Anytime

Board the Fast Ship S.S. Aqua
Post-Hall of Fame, the Fast Ship S.S. Aqua departs for Vermilion City. Talk to the ship's Captain once per day to receive a special Plate. (Your first visit to the Fast Ship S.S. Aqua can be on any day of the week, but you won't receive a Plate.)
- Where: Olivine Port
- Time: Anytime

Day-of-the-Week Sibling Frieda
Talk to Frieda to receive the Poison Barb. If you talk to her after meeting all the Day-of-the-Week Siblings, she gives you the Relax Ribbon.
- Where: Route 32
- Time: Anytime

Photographer Cameron locations
Cherrygrove City (after beating the Goldenrod Gym)/Ruins of Alph (after beating the Goldenrod Gym)/SLOWPOKE Well (after beating the Goldenrod Gym)/Goldenrod Tunnel/Route 35/Pokéathlon Dome/Ecruteak City/Route 48/Ice Path
- Where: (See text to the left)
- Time: Anytime

Find Lapras
Lapras appears on Union Cave B2F.
- Where: Union Cave
- Time: Anytime

Kanto region

Trainer House
Once per day, you can battle a Trainer in the basement. You receive 1 BP if you win.
- Where: Viridian City
- Time: Anytime

Grooming
Talk to Daisy once per day to have a Pokémon groomed, increasing its beauty, sheen, and friendship.
- Where: Blue's house in Pallet Town
- Time: 3 P.M. – 4 P.M.

Photographer Cameron locations
Route 26/Saffron City (in front of Silph Co.)/Celadon City/Celadon Department Store 2F/Viridian City/Pallet Town/Mt. Silver
- Where: (See text to the left)
- Time: Anytime

SATURDAY

Johto region

Apricorn Poké Ball
Each day, Kurt can make one kind of Poké Ball for you. Come back the next day to see the Poké Ball he has created for you.
- Where: Kurt's house in Azalea Town
- Time: Anytime

Pokémon Lottery Corner
This Pokémon ID No. Loto Ticket drawing is held once per day.
- Where: Goldenrod City Radio Tower 1F
- Time: Anytime

Buena's Password
Once per day, earn points on your Blue Card by telling Buena the passwords you heard on the Buena's Password radio show.
- Where: Goldenrod City Radio Tower 2F
- Time: Anytime

Accessory drawing
Pay 100 in prize money to take part in a drawing for Accessories. You'll need the Fashion Case to play.
- Where: Goldenrod Tunnel
- Time: Anytime

Pokémon Salon (senior stylist)
Give your Pokémon a 500 in prize money makeover once per day, raising its beauty, sheen, and friendship.
- Where: Goldenrod Tunnel
- Time: Anytime

Herb Shop
Buy herbs and items once per day.
- Where: Goldenrod Tunnel
- Time: Anytime

Daily Drawing Corner
Take part in a drawing for 300 in prize money. The 1st prize: TM62 Silver Wind, 2nd prize: Timer Ball, 3rd prize: Oran Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Persim Berry, or Cheri Berry.
- Where: Goldenrod Department Store 6F
- Time: Anytime

Bug-Catching Contest
Enter the Bug-Catching Contest once per day.
- Where: National Park
- Time: Anytime

Get Seals
If you have the Seal Case, a girl gives you three kinds of Seals once per day.
- Where: House in Olivine City
- Time: Anytime

Day-of-the-Week Sibling Santos
Talk to Santos to receive the Soft Sand. If you talk to him after meeting all the Day-of-the-Week Siblings, he gives you the Snooze Ribbon.
- Where: Blackthorn City
- Time: Anytime

Photographer Cameron locations
Ruins of Alph (after beating the Goldenrod Gym)/Route 32 (after beating the Goldenrod Gym)/Ilex Forest (after beating the Goldenrod Gym)/Goldenrod Tunnel/Inside the Pokéathlon gate/Pokéathlon Dome/National Park (when the Bug-Catching Contest is not in session)/Lighthouse 5F (Olivine City)/Ice Path/Route 45/Frontier Access
- Where: (See left)
- Time: Anytime

Kanto region

Trainer House
Once per day, you can battle a Trainer in the basement. You receive 1 BP if you win.
- Where: Viridian City
- Time: Anytime

Grooming
Talk to Daisy once per day to have a Pokémon groomed, increasing its beauty, sheen, and friendship.
- Where: Blue's house in Pallet Town
- Time: 3 P.M. – 4 P.M.

Photographer Cameron locations
Saffron City (in front of Silph Co.)/Fuchsia City/Pewter City/Route 1/Seafoam Islands
- Where: (See text to the left)
- Time: Anytime

SUNDAY

Johto region

Apricorn Poké Ball

Each day, Kurt can make one kind of Poké Ball for you. Come back the next day to see the Poké Ball he has created for you.

Where Kurt's house in Azalea Town
Time Anytime

Pokémon Lottery Corner

This Pokémon ID No. Loto Ticket drawing is held once per day.

Where Goldenrod City Radio Tower 1F
Time Anytime

Buena's Password

Once per day, earn points on your Blue Card by telling Buena the passwords you heard on the Buena's Password radio show.

Where Goldenrod City Radio Tower 2F
Time Anytime

Accessory drawing

Pay 100 in prize money to take part in a drawing for Accessories. You'll need the Fashion Case to play.

Where Goldenrod Tunnel
Time Anytime

Pokémon Salon (junior stylist)

Give your Pokémon a 300 in prize money makeover once per day, raising its beauty, sheen, and friendship

Where Goldenrod Tunnel
Time Anytime

Herb Shop

Buy herbs and items once per day.

Where Goldenrod Tunnel
Time Anytime

Receive a TM

If your lead Pokémon has high friendship, you'll receive TM27 Return. If it doesn't, you'll get TM21 Frustration (just once).

Where Goldenrod Department Store 5F
Time Anytime

Daily Drawing Corner

Take part in a drawing for 300 in prize money. The 1st prize: TM02 Dragon Claw, 2nd prize: Luxury Ball, 3rd prize: Oran Berry, Chesto Berry, Pecha Berry, Rawst Berry, Aspear Berry, Persim Berry, or Cheri Berry.

Where Goldenrod Department Store 6F
Time Anytime

Get Seals

If you have the Seal Case, a girl gives you three kinds of Seals once per day.

Where House in Olivine City
Time Anytime

Day-of-the-Week Sibling Sunny

Talk to Sunny to receive the Magnet. If you talk to him after meeting all the Day-of-the-Week Siblings, he gives you the Smile Ribbon.

Where Route 37
Time Anytime

Photographer Cameron locations

Ruins of Alph (after beating the Goldenrod Gym)/Ilex Forest (after beating the Goldenrod Gym)/Goldenrod Tunnel/Inside the Pokéathlon gate/National Park/Route 39/Route 48/Blackthorn City

Where (See text to the left)
Time Anytime

Kanto region

Board the Fast Ship S.S. Aqua

Post-Hall of Fame, the Fast Ship S.S. Aqua departs for Olivine City. Talk to the ship's Captain once per day to receive a special Plate.

Where Vermilion Port
Time Anytime

Trainer House

Once per day, you can battle a Trainer in the basement. You receive 1 BP if you win.

Where Viridian City
Time Anytime

Grooming

Talk to Daisy once per day to have a Pokémon groomed, increasing its beauty, sheen, and friendship.

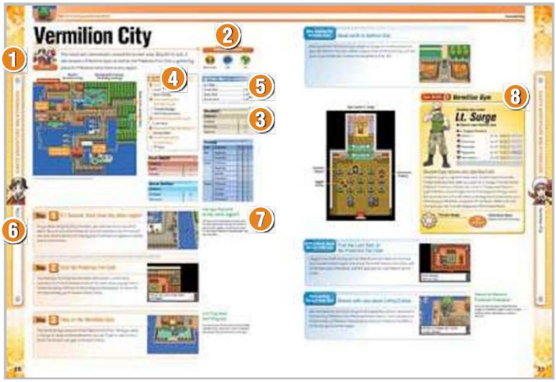
Where Blue's house in Pallet Town
Time 3 P.M. – 4 P.M.

Photographer Cameron locations

Vermilion City/Cerulean City/Route 14/Pewter Museum of Science/ Route 22/Route 21

Where (See text to the left)
Time Anytime

How to Use This Section



1 Story

A summary of the area's key features and story events that occur there.

2 Field Moves Needed

Check these icons to see what moves you need to access every area on the map and collect all the items.



3 Pokémon

Charts that list the wild Pokémon appearing in the area during different times of day.

Pokémon Encounter Rate			
◎	Frequent	○	Average
△	Rare	▲	Almost never

Time of Day	
M	4 A.M. – 10 A.M.
A	10 A.M. – 8 P.M.
N	8 P.M. – 4 A.M.

Version Differences	
●	Only appears in *Pokémon HeartGold Version*
◆	Only appears in *Pokémon SoulSilver Version*

Fishing Rod Needed			
Old	Old Rod	Good	Good Rod
Super	Super Rod		

4 Items

All the items found in the area, plus any special requirements for finding them.

5 Poké Mart

See what items you can buy from the far cashier at the local Poké Mart.

6 Completion Guide

Step-by-step description of key events and what to do in order to complete all the events at that location. Use this in combination with the Kanto Recommended Route Chart (p. 8).

7 Spotlight

Highlights other things you should know about the location.

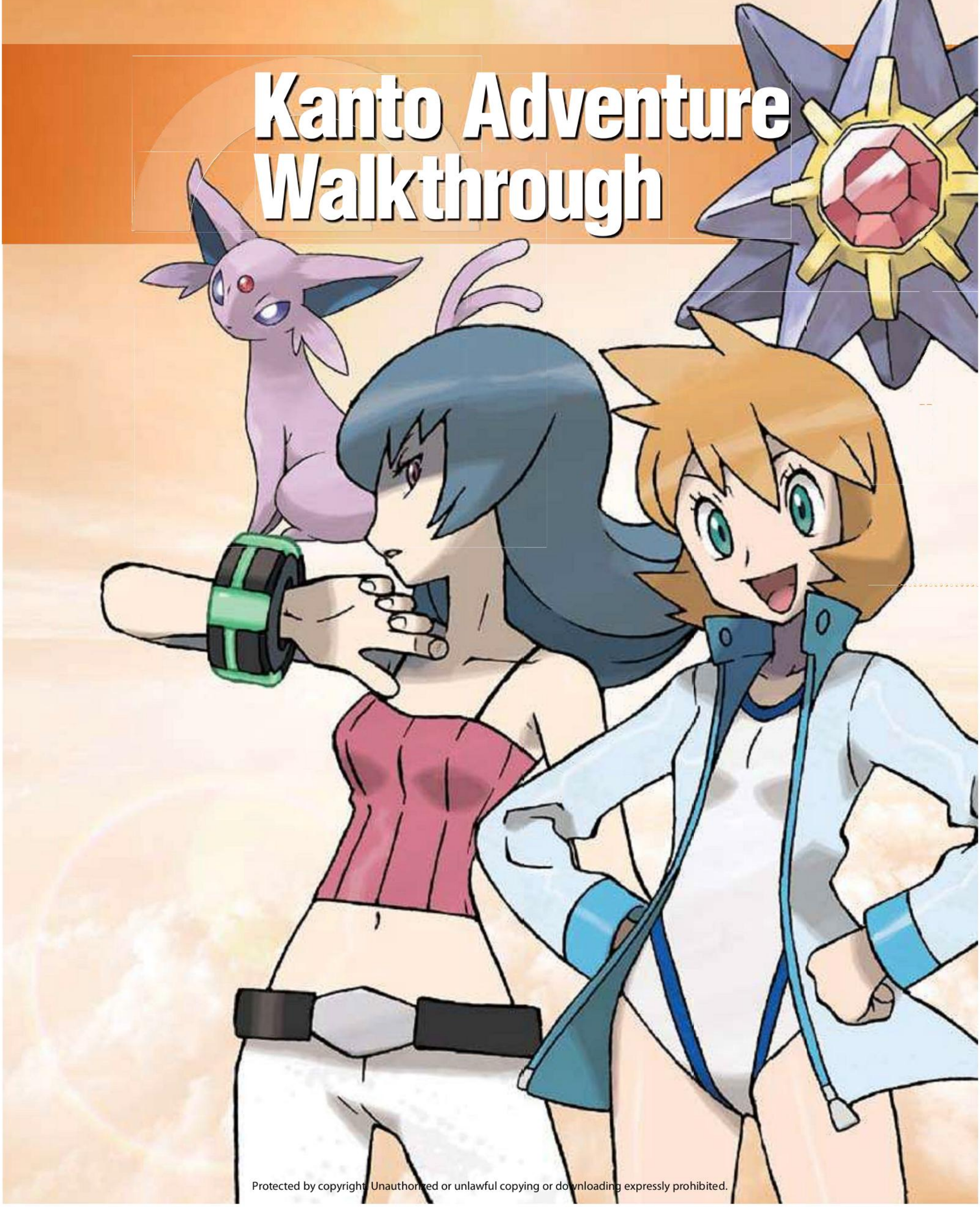
8 Gym Battle

Information you'll want to know when taking on the local Gym: any special features, what Pokémon types the Gym Leader uses, and other tips for victory.



This guide uses the boy hero, but everything here applies to the girl hero as well.

Kanto Adventure Walkthrough



A New Journey Begins after the Hall of Fame



Take your first step into a new land!

After you've defeated the Pokémon League Elite Four and Champion, your adventure is over...or is it? Now you can explore the sprawling Kanto region east of Johto and track down all the Pokémon in the National Pokédex. There's a ton of new events and Pokémon out there, so go check it out.

Nw Bark Town

Go downstairs and talk to your mom

Once the ending credits are over, the game continues back in your room in New Bark Town. Go downstairs and talk to your mom. She tells you that Professor Elm has something to give you, so exit the house and head over to his lab.



Check your Trainer Card

Once you've completed the Johto part of the game, check your Trainer Card. Now that you're headed to the Kanto region, there are eight new Gym Leaders waiting for you. You'll see them all displayed on the top screen.

Nw Bark Town

Get your S.S. Ticket from Professor Elm

At Elm's Pokémon Lab, talk to the professor, and he'll give you the S.S. Ticket. With this, you can take the Fast Ship S.S. Aqua from Olivine City to Vermilion City in Kanto.



Olivine City

Head west onto Route 40

You can Fly directly from New Bark Town to Olivine City and board the ship at Olivine Port. But the Battle Frontier is now open, so you might as well go see it before you set sail. To reach the Battle Frontier, head west from Olivine City and follow Route 40.



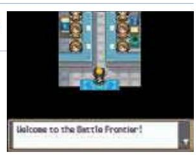
You snooze, you lose!

All this time, one man has been waiting outside the Battle Frontier to be the first person inside once it opens. But all of that means nothing, because he fell asleep and missed the opening. You'll see him right by you as you go in—he'll be the one weeping bitter, bitter tears.

Route 40

The Battle Frontier is open for business

At the north end of Route 40 is the Battle Frontier, a colossal theme park with five different facilities offering unique Pokémon challenges (p. 110). As soon as you enter, the staff upgrades your Vs. Recorder.



Learn moves from the Move Tutors

The Move Tutors live in a house in the Frontier Access, outside the Battle Frontier. They'll teach you moves in exchange for BP. Earn BP in the Battle Frontier to teach your team all kinds of moves (p. 474).

Olivine City — Professor Oak upgrades your Pokédex

Return to Olivine City and head for the Fast-Ship Pier on the south side of the city. Go in and talk to Professor Oak, who upgrades your Pokédex to the National Pokédex. Now you're all set to record Pokémon in the Kanto region.



Professor Oak heads back to Pallet Town

After Professor Oak upgrades your Pokédex, he returns to his research lab in Pallet Town. If you're ever in the area, you should stop by to see him (p. 75).

Olivine City — Ride the Fast Ship S.S. Aqua

At the back of the Fast Ship Pier, a Sailor checks your S.S. Ticket. After showing him your S.S. Ticket, head to the end of the dock where you can board. At last, you're headed to Kanto! You can almost taste the excitement as you step onboard the ship (p. 18).



National Park — The Bug-Catching Contest is bigger and better

Once you've upgraded to the National Pokédex, the Bug-Catching Contest in National Park gets a major upgrade, too. Now you'll see Pokémon that didn't appear in the Johto region before, so enter the catching contest and bring your National Pokédex closer to completion.



From the Pokéathlon Dome to the National Park

Whenever you Fly to the National Park, you touch down right in front of the Pokéathlon Dome. From there, go south through the gate, take the east exit, and then turn north to reach the National Park.



Enter the Bug-Catching Contest in the National Park



The National Park holds a Bug-Catching Contest every Tuesday, Thursday, and Saturday. You can enter the catching contest once on each day it's held. When you participate, you get 20 Sport Balls, and you'll take your lead Pokémon with you. Make sure your partner knows moves that are good for catching these Pokémon, then enter the tall grass and look for Pokémon to catch. Remember, you can only keep one. If you catch another, you have to choose whether to keep it or stay with the one you've already caught. Aim for first place by hanging on to the Pokémon with the highest level and point value. The game ends when 20 minutes are up or when you run out of Sport Balls. The final scores are then tallied.

Bug-Catching Contest prizes

Place	Prize
1st	Evolution item*1
2nd	Everstone
3rd	Sitrus Berry
Door Prize	Shed Shell

*1 Sun Stone, Moon Stone, Fire Stone, Thunderstone, Water Stone, Leaf Stone, Shiny Stone, Dusk Stone, Dawn Stone, or Oval Stone

Pokémon appearing on Tuesday

Tall Grass

Pokémon	Frequency	Points
Beedrill	○	Med.
Butterfree	○	Med.
Caterpie	◎	Low
Kakuna	○	Low
Metapod	○	Low
Paras	△	Med.
Pinsir	△	High
Scyther	△	High
Venonat	△	Med.
Weedle	◎	Low

Pokémon appearing on Thursday

Tall Grass*2

Pokémon	Frequency	Points
Combee	△	Med.
Dustox	△	Med.
Kricketot	○	Low
Kricketune	○	Med.
Nincada	○	Med.
Pinsir	△	High
Scyther	△	High
Silcoon	◎	Low
Volbeat	○	Med.
Wurmple	◎	Low

Pokémon appearing on Saturday

Tall Grass*2

Pokémon	Frequency	Points
Beautifly	△	Med.
Cascoon	◎	Low
Combee	△	Med.
Illumise	○	Med.
Kricketot	○	Low
Kricketune	○	Med.
Nincada	○	Med.
Pinsir	△	High
Scyther	△	High
Wurmple	◎	Low



*2 Pokémon in red only appear once you have the National Pokédex

Fast Ship S.S. Aqua

Story

The Fast Ship S.S. Aqua sails between Olivine City in the Johto region and Vermilion City in the Kanto region. With all the Pokémon Trainers onboard, you'll have no shortage of people to battle as you glide across the waves in style.

Items

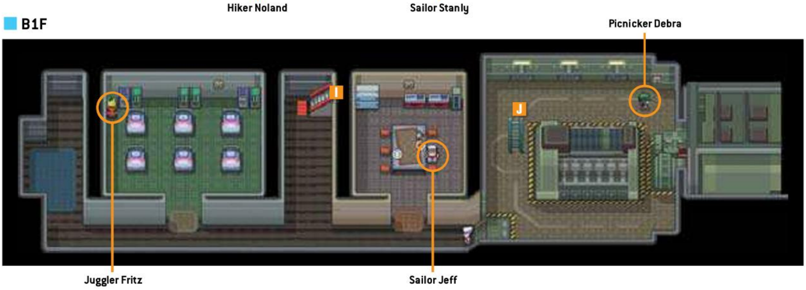
- ☐ Metal Coat

First trip

1F



B1F



Step 1 There's a missing grandchild on the loose



As you step onto the Fast Ship S.S. Aqua, you accidentally bump into an old man. He's panicking because he can't find his granddaughter, who is somewhere on the ship. Take up the search for him and look for the girl as you explore the decks.

Your cabin is all the way to the right

Your cabin is on the Fast Ship S.S. Aqua 1F, all the way to the right. If your Pokémon are worn out from battling, come back to the room. Resting on the bed will heal all of your Pokémon.

Step 2 Tour the ship and battle the Trainers



There are nine Pokémon Trainers onboard the Vermilion-bound Fast Ship S.S. Aqua. Challenge them to sharpen up your Pokémon for the battles you're soon to face in Kanto. You can always go back to your cabin and take a rest whenever your Pokémon are injured.

Step 3 Find the Sailor's friend



Near the ship's mess hall is a Sailor who needs you to find his friend. This buddy of his has skipped work and gone off somewhere, but the Sailor can't leave his post. You'll have to track down this lazy man for him.

Step 4 Find the sleeping Sailor



The missing Sailor is in the room next to yours, just snoozing away. Once you talk to him, he'll wake up and challenge you to a battle. He'll return to duty if you win, now that you've given him a wake-up call.

Step 5 Find the girl in the Captain's quarters



Room K on the map is the cabin of the Fast Ship S.S. Aqua's Captain. This is where you'll find the missing granddaughter hanging around with the Captain. But she'll happily play with you instead, starting with a game of hide-and-seek.



Step 6 The little girl is hiding next to the wall



Find the little girl in her hiding place by the west wall on B1F, and she'll let you take her back to her grandfather. The old man gives you the Metal Coat as a thank you for bringing her back.

The Metal Coat is an Evolution item

The Metal Coat you get from the old man is an item for evolving Pokémon. Give it to Onix and then link trade it to evolve it into Steelix, or give it to Scyther and link trade it to evolve it into Scizor (p. 189).

Step 7 The ship finally docks in the Kanto region



After you find the little girl, talk to the Sailor at the entrance. The ship has docked in Vermilion City, and you step off the boat with eager anticipation—your Kanto region adventure starts here!

These aren't the only Trainers you can battle

You'll meet different Trainers on the Fast Ship S.S. Aqua, depending on whether it's traveling from Olivine City to Vermilion City or going the other way around. Take the ship in both directions to battle the full variety of Trainers.

Mon•Wed•Fri•Sun The Captain gives you 16 types of Plates



Take the Fast Ship S.S. Aqua outbound from Olivine City on a Monday or Friday, or outbound from Vermilion City on Wednesday or Sunday, and you can get a Plate from the Captain. He has 16 different Plates, such as the Flame Plate or the Splash Plate, and this is the only way to get them. Keep coming back to get them all.

The Plates change Arceus's type

The Plates you get by going back and forth between the Johto and Kanto regions can be used to shift Arceus's type. When Arceus holds a Plate, it changes to that Plate's type (p. 449).

Vermilion City

Story

This small port town boasts a beautiful sunset view. Despite its size, it also boasts a Pokémon Gym as well as the Pokémon Fan Club, a gathering place for Pokémon fans from every region.

Field Moves Needed

Rock Smash | Surf | Cut



*This icon indicates where you'll find items lying on the ground.

Items

- First visit
  - ☐ Luck Incense
  - ☐ Rare Candy
- After beating the Vermilion Gym
  - ☐ ThunderBadge
  - ☐ TM34 Shock Wave
- After the Poké Doll is lost
  - ☐ Lost Item
- After entering from Route 11
  - ☐ Sticky Barb
- After beating the Viridian Gym
  - ☐ PP Max

Rock Smash

Pokémon	
Diglett	○
Shuckle	△

Water Surface

Pokémon	
Tentacool	◎
Tentacruel	○

Poké Mart (far counter)

Air Mail	50
Dusk Ball	1,000
Nest Ball	1,000
Quick Ball	1,000

Headbutt

Pokémon	
Combee	○
Heracross	◎
Spearow	◎

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Tentacool	○	○	○
Good	Chinchou	○	○	○
	Magikarp	◎	◎	◎
	Shellder	○	○	○
	Tentacool	◎	◎	◎
Super	Chinchou	◎	◎	◎
	Lanturn	○	○	○
	Shellder	◎	◎	◎
	Tentacruel	○	○	○

Step 1 It's Suicune, fresh from the Johto region*

As you walk along the jetty into town, you see Suicune on top of the water. But just as Eusine shows up, Suicune vanishes into the trees to the east. Eusine dashes off, talking about how Suicune appears in areas where there's water.



*Suicune doesn't appear in Vermilion City until after you've seen it in the Johto region at the Burned Tower, Cianwood City, and Route 42.

Can you fly back to the Johto region?

HM Fly is one handy move, but you can't Fly directly between Kanto and Johto. To get between regions, you'll have to land at the Indigo Plateau or Victory Road, then use Fly again.

Step 2 Visit the Pokémon Fan Club

The Pokémon Fan Club is on the west side of town, and the club president is in the northeast corner of the room. If you say you want to hear his story, he'll launch into a long-winded speech. In return for letting him brag, you'll receive a Rare Candy.



Step 3 Take on the Vermilion Gym

The Vermilion Gym is south of the Pokémon Fan Club. The Gym Leader, Lt. Surge, is ready to battle whenever you are. To get in, use Cut on a small tree to open up a gap in the Gym's fence.



Cut if by land, Surf if by sea

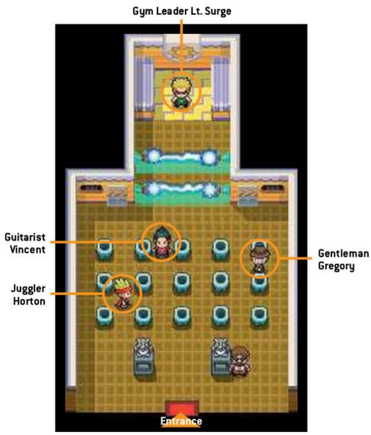
You can use Surf on the waters surrounding Vermilion City. If you don't have a Pokémon who knows Cut, just Surf over to the Gym.

After beating the Vermilion Gym

Head north to Saffron City

After you defeat Vermilion Gym Leader Lt. Surge, he recommends that you visit Saffron City next. Saffron City is north of Vermilion City, so heal your injured Pokémon, and set out along Route 6 (p. 22).





Gym Battle 9

Vermilion Gym



Vermilion Gym Leader

Lt. Surge

● Electric-type Pokémon User

● Lt. Surge's Pokémon

Pokémon	Level	Type	
Raichu ♂	Lv. 51	Electric	
Electrode	Lv. 47	Electric	
Electrode	Lv. 47	Electric	
Magneton	Lv. 47	Electric	Steel
Electabuzz ♂	Lv. 53	Electric	

Ground-type moves are your best bet

Inside the Gym is a grid of trash cans. Search them to find two hidden switches that open up a path to Lt. Surge. There are three Pokémon Trainers to battle, too. Since Lt. Surge uses Electric-type Pokémon, Ground-type moves should guarantee you a win. But since Raichu's Thunder Wave and Magneton's Supersonic can confuse your Pokémon, bring lots of Full Heals. Defeat him and he'll give you the Thunder Badge and TM34 Shock Wave.



Thunder Badge

TM received

TM34 Shock Wave
Attacks with 100% accuracy.

After hearing about the lost Poké Doll

Find the Lost Item at the Pokémon Fan Club

Copycat from Saffron City lost her Poké Doll at the Pokémon Fan Club, and it's been bothering her ever since. Go to the Pokémon Fan Club, talk to the man next to the desk, and he'll give you the Lost Item to return to her.



After getting the lost Poké Doll

Steven tells you about Latias/Latios

Exit the Pokémon Fan Club and you'll be stopped by Steven. He wants to find out why Pokémon from Hoenn are now in Kanto. From this point on, either Latias (in *Pokémon HeartGold*) or Latios (in *Pokémon SoulSilver*) will be flying around the region.



Steven is Hoenn's Pokémon Champion

Steven is the Champion of the Pokémon League in the Hoenn region, which is where *Pokémon Ruby* and *Sapphire* versions were set.



Pokémon HeartGold Catch Latias!

Latias ♀ Lv. 35

Dragon | Psychic

ABILITY ● Levitate
MOVES ● DragonBreath
Water Sport
Refresh
Mist Ball

Latias always flees as soon as you encounter it, but you can keep it in place by having Jynx or Murkrow use Mean Look. Then put Latias to sleep and throw an Ultra Ball or equally effective Poké Ball. Watch out, because Latias's strong Sp. Attack makes its Mist Ball move a genuine threat.

Pokémon SoulSilver Catch Latios!

Latios always flees as soon as you encounter it, but you can stop it with strategies such as Jynx or Murkrow's Mean Look. Latios's high Sp. Attack makes Luster Purge a dangerous move, and it uses Refresh to heal poison or paralysis. In that case, hit it with the Sleep condition so you can catch it.

Latios ♂ Lv. 35

Dragon | Psychic

ABILITY ● Levitate
MOVES ● DragonBreath
Protect
Refresh
Luster Purge



The routes connecting Vermilion City, Saffron City, and Cerulean City

Routes 5 and 6 • Underground Path

Story

Route 6 begins on the south side of Saffron City, and the entrance to the Underground Path is just outside the city limits. After an earlier incident at the Kanto Power Plant, however, the Underground Path is closed. Route 5 is the short route on Saffron City's north side.

Field Moves Needed

Surf | Rock Climb

Route 5

Cerulean City



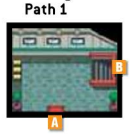
Saffron City (p. 24)

Route 6

Saffron City (p. 24)



Underground Path 1



Underground Path 2



Underground Path 3

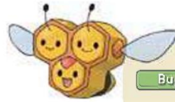


Items

- **First visit**
  - ☐ Cleanse Tag
  - ☐ TM62 Silver Wind
- **After restarting the Power Plant**
  - ☐ TM64 Explosion*



Gloom
Grass | Poison
ABILITY
● Chlorophyll



Combee
Bug | Flying
ABILITY
● Honey Gather

* To receive this item, you need the RageCandyBar from Mahogany Town in Johto.

Route 5

Tall Grass

Pokémon	M	A	N
Abra	○	○	○
Bellsprout	◎	◎	○
Gloom	×	×	○
Meowth ◆	○	○	◎
Oddish	×	×	◎
Pidgey	◎	◎	×

Headbutt

Pokémon	
Combee	○
Hoothoot	◎
Pineco	◎

♪ Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

♪ Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

Route 6

Tall Grass

Pokémon	M	A	N
Abra	○	○	○
Bellsprout	◎	◎	○
Magnemite	○	○	○
Meowth ◆	○	○	◎
Oddish	×	×	◎
Pidgey	◎	◎	×

♪ Hoenn Sound (Wednesday)

Pokémon	
Whismur	Linoone

♪ Sinnoh Sound (Thursday)

Pokémon	
Buizel	Bidoof

Headbutt

Pokémon	
Combee	○
Hoothoot	◎
Pineco	◎

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Poliwag	○	○	○
Good	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
Super	Magikarp	○	○	○
	Poliwag	◎	◎	◎

Water Surface

Pokémon	
Golduck	○
Psyduck	◎



Oddish
Grass | Poison
ABILITY
● Chlorophyll



Abra
Psychic
ABILITIES
● Synchronize
● Inner Focus



Pineco
Bug
ABILITY
● Sturdy

Step 1 Head north to Saffron City

Your next destination, Saffron City, lies north along Route 6. There are four Trainers along this route that you can challenge to build up your Pokémon. Gather items on your way to the Saffron City gate (p. 33).



After restarting the Power Plant — Go to a house and get the Cleanse Tag

Inside the house on the hill on Route 5 is an old lady who senses a something sinister hanging over you and gives you the Cleanse Tag. When your lead Pokémon holds this item, it lowers your wild Pokémon encounter rate.



After restarting the Power Plant — Get a TM in the Underground Path

You can enter the Underground Path once the Kanto Power Plant is back up and running. There's a man here who's hankering for the RageCandyBar you got back in Mahogany Town. Give it to him and he'll give you TM64 Explosion in return.



After restarting the Power Plant — Take the Underground Path to Route 6

On the other side of the Underground Path is a familiar sight—Route 6. Saffron City is to the north, and Vermilion City is to the south. Head south to Vermilion City to find Copycat's lost Poké Doll (p. 21).



Saffron City

Story

This glittering metropolis is Kanto's largest city. At its center is Silph Co., where many different devices are invented. There's also a station where you can take the Magnet Train to Goldenrod City in Johto.



Items

First visit
- ☐ TM29 Psychic
- ☐ Up-Grade

After beating the Saffron Gym
- ☐ Marsh Badge
- ☐ TM48 Skill Swap

After retrieving the Lost Poké Doll
- ☐ Magnet Train Pass

Poké Mart (far counter)

Item	Price
Air Mail	50
Dusk Ball	1,000
Quick Ball	1,000

Step 1 Mr. Psychic gives you a TM

Mr. Psychic lives on the east end of the road that runs past the Pokémon Center. He'll give you the TM for Psychic—a Psychic-type move with an attack power of 90.



Step 2 The security guard gives you an Up-Grade

Pay a quick visit to Silph Co. in the city center. The security guard on the west side of the lobby says the elevator is out of service, but he gives you Silph Co.'s latest item, the Up-Grade, as a souvenir.



Up-Grade Porygon to evolve it

The Up-Grade you get from the security guard can be used to evolve Porygon into Porygon2. Give the Up-Grade to Porygon to hold, then trade it. To get Porygon, exchange 9,999 Coins at the Game Corner in Celadon City.

Step 3 Bring Rotom to Silph Co. for a change

If you visit Silph Co. with Rotom at the head of your party, you'll be able to use the elevator. On the lower floor, examine the microwave oven, fan, refrigerator, washing machine, or lawnmower, and Rotom will change into its corresponding form (p. 98).



Trade Rotom from *Diamond*, *Pearl*, or *Platinum Version*

Unfortunately, you can't obtain Rotom in *Pokémon HeartGold* or *SoulSilver* Version. You have to trade it from *Pokémon Diamond*, *Pearl*, or *Platinum Version*.

Step 4 Visit the Copycat's house

The Copycat lives in the pink house on the west side of town. Go up to her room and talk to her. Even though she only just met you, she'll instantly transform into your twin. You may not appreciate her talent, but "Copycat" isn't just her name—it's also her favorite thing to do!



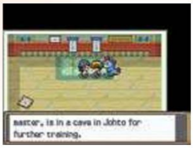
Step 5 Visit Saffron Station

Saffron Station is on the north side of town. This is where the Copycat's house used to be, before the station was built in its place. A girl in the station tells you that you need a pass to ride the Magnet Train. Since you don't have the Magnet Train Pass yet, you can't ride.



Step 6 Visit the dojo

There's a martial arts dojo next door to Saffron Gym, but the resident Black Belt is off training on Mt. Mortar in the Johto region. Once you have all 16 Gym Badges, come back here to have rematches with Gym Leaders (p. 26).



Step 7 Take on the Saffron Gym

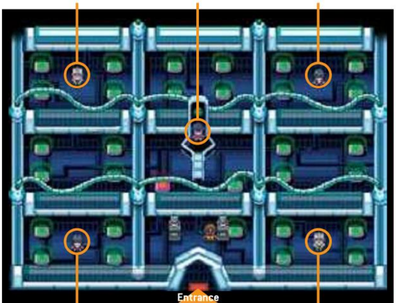
Once you've checked out the dojo, go next door to challenge Saffron Gym. There are no special requirements for Gym challengers here, so you can march right in. Before you do, however, heal your Pokémon at the Pokémon Center and stock up on recovery items at the Poké Mart.



After beating the Saffron Gym: Take Route 8 to the Power Plant

The generator at the Kanto Power Plant is offline, so the electricity is out. You'd better see if you can help get the Power Plant back online! Take Route 8 to get there (p. 28).





Gym Battle 10 Saffron Gym



Saffron Gym Leader

Sabrina

● *Psychic-type Pokémon User*

● Sabrina's Pokémon

Pokémon	Level	Type
Espeon ♂	Lv. 53	Psychic
Mr. Mime ♀	Lv. 53	Psychic
Alakazam ♂	Lv. 55	Psychic

She won't see your Bug-, Dark-, or Ghost-type moves coming

This Gym is split into nine chambers, each accessed through warp panels. There are four Pokémon Trainers to tackle on your way to Sabrina, who uses Psychic-type Pokémon. All her Pokémon use Psychic, a powerful Psychic-type attack, but it won't do anything against Dark-type Pokémon. Combine that with Bug-, Dark-, or Ghost-type moves, and the battle is yours. Once you win, you'll get the Marsh Badge and TM48 Skill Swap.



Marsh Badge

TM received

TM48 Skill Swap
Switches the user's Ability with the foe's (except for the Wonder Guard Ability).

After restoring the Power Plant — Search for the Lost Item

The Copycat's Poké Doll is missing from the second floor of her house. She thinks she might have dropped it when she was in Vermilion City. Follow that lead and head to Vermilion City to look for it. You can get there by taking Route 5 (p. 23).



After retrieving the lost Poké Doll — The Copycat gives you the Magnet Train Pass

Once you find the Lost Item at the Pokémon Fan Club in Vermilion City, bring it straight back to the Copycat. To thank you, she'll give you the Magnet Train Pass. Now you can board the Magnet Train at Saffron Station or Goldenrod Station.



Call Up Gym Leaders for a Rematch

The Gym Leaders are stronger than ever and ready for your next challenge

Violet Gym Leader — Falkner

Pokémon	Lv.
Staraptor	Lv. 50
Noctowl	Lv. 52
Swellow	Lv. 52
Honchkrow	Lv. 54
Pelipper	Lv. 48
Pidgeot	Lv. 56

Where and when to swap numbers
- Celadon Department Store 4F
- After beating the Fuchsia Gym
- Monday, all day

Rematch time: Saturday morning

Azalea Gym Leader — Bugsy

Pokémon	Lv.
Scizor	Lv. 56
Shedinja	Lv. 48
Yanmega	Lv. 52
Pinsir	Lv. 55
Heracross	Lv. 54
Vespiquen	Lv. 52

Where and when to swap numbers
- Viridian Forest
- Post-Hall of Fame
- Thursday, all day

Rematch time: Thursday afternoon

Goldenrod Gym Leader — Whitney

Pokémon	Lv.
Girafarig	Lv. 52
Lickitung	Lv. 50
Bibarel	Lv. 54
Delcatty	Lv. 54
Clefable	Lv. 52
Miltank	Lv. 58

Where and when to swap numbers
- Goldenrod Department Store 6F
- Post-Hall of Fame
- Every day, 12 P.M. – 4 P.M.

Rematch time: Saturday afternoon

Ecruteak Gym Leader — Morty

Pokémon	Lv.
Drifblim	Lv. 52
Dusknoir	Lv. 52
Sableye	Lv. 52
Mismagius	Lv. 54
Gengar	Lv. 57
Gengar	Lv. 57

Where and when to swap numbers
- Bellchime Trail
- Post-Hall of Fame
- Monday and Tuesday, all day

Rematch time: Tuesday night

Cianwood Gym Leader — Chuck

Pokémon	Lv.
Medicham	Lv. 54
Hitmonchan	Lv. 52
Hitmonlee	Lv. 55
Breloom	Lv. 54
Primeape	Lv. 56
Poliwrath	Lv. 60

Where and when to swap numbers
- Cianwood City *1
- Post-Hall of Fame
- Every day, all day

Rematch time: Wednesday night

Olivine Gym Leader — Jasmine

Pokémon	Lv.
Metagross	Lv. 52
Magnezone	Lv. 56
Skarmory	Lv. 52
Bronzong	Lv. 50
Empoleon	Lv. 52
Steelix	Lv. 62

Where and when to swap numbers
- Olivine Café
- Post-Hall of Fame
- Every day, 1 P.M. – 2 P.M.

Rematch time: Wednesday afternoon

Mahogany Gym Leader — Pryce

Pokémon	Lv.
Abomasnow	Lv. 56
Dewgong	Lv. 58
Glalie	Lv. 52
Froslass	Lv. 52
Walrein	Lv. 54
Mamoswine	Lv. 60

Where and when to swap numbers
- Lake of Rage
- Post-Hall of Fame
- Every day, 6 A.M. – 10 A.M.

Rematch time: Monday morning

Blackthorn Gym Leader — Clair

Pokémon	Lv.
Gyarados	Lv. 56
Dragonair	Lv. 52
Aerodactyl	Lv. 52
Kingdra	Lv. 56
Charizard	Lv. 52
Dragonite	Lv. 60

Where and when to swap numbers
- Dragon's Den
- After the Tag Battle
- Every day, 6 A.M. – 10 A.M.

Rematch time: Friday night

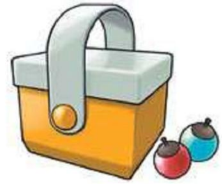
*1 Talk to his wife in front of the Gym

After retrieving the Lost Poké Doll

Head west to Celadon City

From Saffron City, you can go to Vermilion City, Lavender Town, Cerulean City, or Celadon City. Since you haven't seen Celadon City yet, exit Saffron City to the west and follow Route 7 (p. 29).





You can swap phone numbers with the Gym Leaders when the conditions below are met. Once you have their numbers on speed dial and all 16 Badges, call them up to challenge them again. You'll have to call at the right time to get a rematch with these Gym Leaders and their powered-up Pokémon.



Vermilion Gym Leader — Lt. Surge



Pokémon	
Raichu	Lv. 60
Manectric	Lv. 52
Magnezone	Lv. 52
Electrode	Lv. 52
Pachirisu	Lv. 58
Electivire	Lv. 56

Where and when to swap numbers

- In front of the Power Plant *2
- After winning 16 Badges
- After catching Zapdos
- Every day, 9 A.M. – 12 P.M.

Rematch time Friday morning

Saffron Gym Leader — Sabrina



Pokémon	
Alakazam	Lv. 60
Espeon	Lv. 58
Mr. Mime	Lv. 56
Jynx	Lv. 54
Wobbuffet	Lv. 53
Gallade	Lv. 53

Where and when to swap numbers

- Olivine Port
- After beating the Saffron Gym
- Friday, all day

Rematch time Sunday afternoon

Cerulean Gym Leader — Misty



Pokémon	
Starmie	Lv. 60
Quagsire	Lv. 56
Lapras	Lv. 56
Lanturn	Lv. 54
Floatzel	Lv. 54
Milotic	Lv. 60

Where and when to swap numbers

- Route 25
- After winning 16 Badges
- Every day, 4 P.M. – 6 P.M.

Rematch time Wednesday morning

Celadon Gym Leader — Erika



Pokémon	
Shiftry	Lv. 54
Jumpluff	Lv. 53
Victreebel	Lv. 56
Bellossom	Lv. 56
Tangrowth	Lv. 60
Roserade	Lv. 55

Where and when to swap numbers

- Celadon City *3
- After winning 16 Badges
- Saturday and Sunday, 2 P.M. – 5 P.M.

Rematch time Sunday morning

Fuchsia Gym Leader — Janine



Pokémon	
Crobat	Lv. 52
Weezing	Lv. 56
Toxicroak	Lv. 52
Ariados	Lv. 58
Venomoth	Lv. 59
Drapion	Lv. 55

Where and when to swap numbers

- Victory Road gate
- After beating the Fuchsia Gym
- Every day, 4 P.M. – 6 P.M.

Rematch time Monday afternoon

Pewter Gym Leader — Brock



Pokémon	
Golem	Lv. 55
Relicanth	Lv. 54
Omastar	Lv. 56
Onix	Lv. 61
Kabutops	Lv. 55
Rampardos	Lv. 57

Where and when to swap numbers

- DIGLETT's Cave
- After winning 16 Badges
- Every day, 12 P.M. – 3 P.M.

Rematch time Saturday night

Cinnabar Gym Leader — Blaine



Pokémon	
Torkoal	Lv. 54
Camerupt	Lv. 57
Rapidash	Lv. 60
Magcargo	Lv. 58
Houndoom	Lv. 54
Magmortar	Lv. 62

Where and when to swap numbers

- Cinnabar Island
- After winning 16 Badges
- Tuesday, all day

Rematch time Tuesday afternoon

Viridian Gym Leader — Blue



Pokémon	
Exeggutor	Lv. 67
Machamp	Lv. 69
Rhyperior	Lv. 70
Arcanine	Lv. 68
Tyranitar	Lv. 70
Pidgeot	Lv. 72

Where and when to swap numbers

- His house in Pallet Town
- Talk to Daisy after getting seven Pokémon groomings from her

Rematch time Sunday night

*2 When you have Pikachu walking with you *3 When she's with Jasmine

Routes 7 and 8

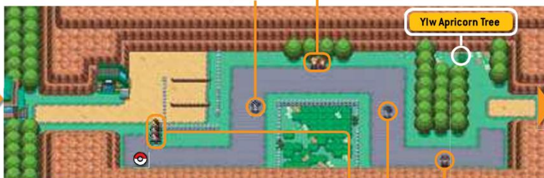
Story

Route 8 has a locked entrance to the Underground Path. It's a rough area, thanks to all the rowdy Bikers on the road. Route 7 is shorter, and, like Route 8, has a locked entrance to the Underground Path.

Field Moves Needed

Cut

Route 8



Saffron City (p. 24)

Route 7



Route 7

Tall Grass

Pokémon	M	A	N
Growlithe ●	◯	◯	◯
Houndour	×	×	△
Meowth ◆	◎	◎	◎
Murkrow	×	×	◎
Persian ◆	∧	∧	∧
Raticate	◯	◯	◯
Rattata ●	◎	◎	◎
Rattata ◆	△	×	×
Spearow	◎	◎	×
Vulpix ◆	◯	◯	◯

Headbutt

Pokémon	
Combee	◯
Heracross	◎
Spearow	◎

Route 8

Tall Grass

Pokémon	M	A	N
Abra	◯	◯	◯
Growlithe ●	◯	◯	△
Haunter	×	×	◎
Kadabra	△	△	△
Meowth ◆	◎	◎	◎
Noctowl ●	×	×	◎
Noctowl ◆	×	×	◯
Pidgeotto	◎	◎	×
Vulpix ◆	◯	◯	△

Headbutt

Pokémon	
Combee	◯
Hoothoot	◎
Pineco	◎

Route 7 and 8

♪ Hoenn Sound (Wednesday)

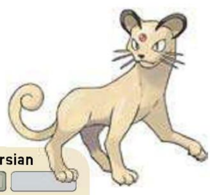
Pokémon	
Plusle	Minun

♪ Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

Items

- ☐ Mental Herb
- ☐ TM41 Torment
- ☐ Ylw Apricorn



Persian

Normal

ABILITIES
- Limber
- Technician



Heracross

Bug | Fighting

ABILITIES
- Swarm
- Guts

Step 1 The Underground Path is off-limits

Near the west end of Route 8, where it meets Saffron City, there's an entrance to the Underground Path. The door is locked, so you can't go in for now. There used to be a notice posted here, but it's been torn into shreds.



Step 2 Battle your way east

There are eight Pokémon Trainers along Route 8, including a crew from Kanto's Biker gang. If they're cruising around, maybe this place isn't so safe. Still, that's no problem for you. You can just battle your way through them and toughen up your Pokémon in the process.



After getting the Magnet Train Pass

No Underground Path access on Route 7

From Saffron City, go west toward Celadon City. There's an entrance to the Underground Path just as you hit Route 7, but it's locked up tight. Something about disruptive Trainers having Pokémon battles...



After getting the Magnet Train Pass

Take Route 7 to the west

Once you've returned the Lost Item to the Copycat in Saffron City, it's off to Celadon City you go (p. 41). Pass through the gate, take a short walk west along Route 7, and you'll be there before you know it. And go ahead and relax. There aren't any Pokémon Trainers here to challenge you to battle.



You can gather Apricorns in Kanto, too

Apricorn Trees grow just as well in Kanto as they did in Johto. If you see one, pick the Apricorns so you can blend up some Aprijuice or have Kurt in Azalea Town make them into Poké Balls for you.

The Noble Purple Town

Lavender Town

Story

Lavender Town is a small town, but an elegant one. Peaceful, too—there's no Pokémon Gym here. The Pokémon Tower used to be located here, but has since been rebuilt as the Kanto Radio Tower.

Route 10 (to Rock Tunnel/Kanto Power Plant)

Route 8 (to Saffron City)



Route 12 (to Vermilion City)

Items

After restoring the Power Plant
- ☐ EXPN Card

Poké Mart (far counter)

Item	Price
Dusk Ball	1,000
Quick Ball	1,000
Snow Mail	50

Step 1 Visit the Kanto Radio Tower

You're welcome to wander around 1F of the Kanto Radio Tower, but people are in a panic after the incident at the Power Plant. Amid the commotion, the Director also says you'll need the EXPN Card to hear his radio program.



Change nicknames

Visit the Name Rater to change the nicknames you've given to your Pokémon. But since you can't change nicknames given by others, you can't rename Pokémon obtained through trades.

Step 2 Head north to the Power Plant

Repercussions from the Kanto Power Plant incident are spreading across the Kanto region. There's no time to waste. Hurry to the Power Plant and get it back online. Start by heading north and taking Route 10 to the Power Plant (p. 31).



The Kanto Radio Tower

The Kanto Radio Tower used to be the Pokémon Tower. Then, three years ago, the Pokémon graves in the tower were moved to the House of Memories. Mr. Fuji, the owner of the Pokémon House, takes care of the graves in the House of Memories.

After restoring the Power Plant — Get the EXPN Card at Kanto Radio Tower

Once you've restored the Power Plant to full function, return to Kanto Radio Tower. The Director has recovered from his earlier panic and gratefully hands you the EXPN Card. Now you can listen to all the Kanto radio broadcasts (p. 126).



What can the Poké Flute do for you?

Kanto Radio's Poké Flute broadcast has a remarkable effect—it wakes up sleeping Pokémon. Use it on the Snorlax blocking the DIGLETT's Cave entrance on Route 11.

After restoring the Power Plant — A brief trip back to Saffron City

Your next destination is Celadon City (p. 41). The quickest way there is to use Fly to return to Saffron City, then take Route 7 west (p. 29).



Routes 9 and 10 • Rock Tunnel

Story

Route 10 is a vital route that leads to the Power Plant. From Route 10, the Rock Tunnel completes the route between Lavender Town and Cerulean City. Route 9 is a twisty path that winds through rocky crags and ledges.

Field Moves Needed

Rock Smash, Strength, Surf, Flash, Rock Climb, Cut

Rock Tunnel 1F



Rock Tunnel B1F



Rock Tunnel 1F

Indoors

Pokémon	M	A	N
Cubone	◎	◎	◎
Geodude	◎	◎	◎
Machoke	△	△	△
Machop	○	○	○
Zubat	○	○	○

Rock Tunnel (all areas)

♪ Hoenn Sound (Wednesday)

Pokémon	
Absol	Makuhita

♪ Sinnoh Sound (Thursday)

Pokémon	
Bronzor	Chingling

Rock Tunnel B1F

Indoors

Pokémon	M	A	N
Cubone	◎	◎	◎
Geodude	◎	◎	◎
Kangaskhan	△	△	△
Marowak	△	△	△
Onix	○	○	○
Zubat	○	○	○

Rock Smash

Pokémon	
Geodude	◎

Route 9

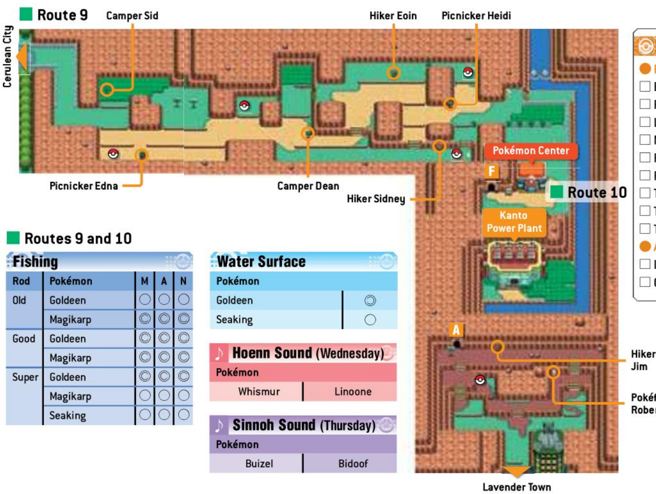
Tall Grass

Pokémon	M	A	N
Fearow	△	△	×
Mankey ●	◎	◎	◎
Primeape ●	△	△	△
Raticate ●	○	○	○
Raticate ◆	○	○	◎
Rattata	◎	◎	◎
Spearow ●	○	○	×
Spearow ◆	◎	◎	×

Route 10

Tall Grass

Pokémon	M	A	N
Electabuzz	△	○	△
Fearow	○	○	×
Quagsire	×	×	◎
Raticate	○	○	○
Spearow	◎	◎	×
Voltorb	◎	◎	◎



Items

- First visit
- ☐ Elixir
- ☐ Full Restore
- ☐ Light Clay
- ☐ Max Potion
- ☐ PP Up
- ☐ Revive
- ☐ TM56 Fling
- ☐ TM69 Rock Polish
- ☐ TM91 Flash Cannon
- After beating the Viridian Gym
- ☐ Iron
- ☐ Oval Stone

Routes 9 and 10

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Magikarp	◎	◎	◎
Super	Goldeen	◎	◎	◎
	Magikarp	○	○	○
	Seaking	○	○	○

Water Surface

Pokémon	
Goldeen	◎
Seaking	○

♪ Hoenn Sound (Wednesday)

Pokémon	
Whismur	Linoone

♪ Sinnoh Sound (Thursday)

Pokémon	
Buizel	Bidoof

Step 1 Head north to the Rock Tunnel

Route 10 and the Power Plant are north of Lavender Town, but you have to get through the Rock Tunnel first. The entrance to the Rock Tunnel is just north of Lavender Town.



Step 2 Light this place up in a Flash

It's pitch-dark inside the Rock Tunnel, so you need a light source. If there's a Pokémon in one of your PC Boxes who can use Flash, add it to your party in Lavender Town before heading to the tunnel.



Step 3 Pick up items as you follow the Rock Tunnel

There are a total of six items in the Rock Tunnel, but you can only reach four of them for now. Get what you can, because you'll find useful items such as Elixir and Revive. Once they're all stashed in your Bag, make your way toward the exit.



Use Rock Smash to find items

Some of the rocks in Rock Tunnel can smashed by using Rock Smash. When you crush them, you can find items like Elixir and Revive (p. XX). Time to get cracking!

Step 4 Take a break at the Pokémon Center

There's a Pokémon Center next to the Rock Tunnel exit. Your Pokémon probably need a rest by now, so stop to heal them up. Inside the Pokémon Center, a boy says that a thief broke into the Kanto Power Plant.



Step 5 Take Route 9 to the Power Plant

To get to the Power Plant, take Route 9 and go down the steps. Then use Surf to travel south over the water. If you're not sure where the steps are, just go north from the Pokémon Center (p. 31).



After visiting the Power Plant: Follow your lead to Cerulean City

A security guard at the Kanto Power Plant says that a mysterious man was lurking near the Cerulean Gym. Then that must be your next destination. Follow Route 9 west to Cerulean City (p. 36).



After visiting the Power Plant: Take Route 9 the west

You're on a mission, but there are still six Trainers to battle as you go west on Route 9. Besides, if you hurry, you'll miss picking up valuable items like Full Restore, Light Clay, and Max Potion. Take time to explore it thoroughly.



After beating the Viridian Gym: Pick up the remaining items in the Rock Tunnel

Victory in the Viridian Gym means you can finally use HM Rock Climb to get up and down rocky slopes. Once you can use Rock Climb, return to the Rock Tunnel and pick up the items you had to pass up the first time around.



Kanto Power Plant

Story

The Kanto Power Plant generates energy for the Kanto region. Now that a part has been stolen from the generator, the power is out and there's been nothing but trouble.



Items

- After giving the Machine Part to the manager
- ☐ TM57 Charge Beam

Step 1 A missing part has the Power Plant at a standstill

Upon entering the Kanto Power Plant, you learn that the Machine Part has been stolen from the generator. The plant's manager is beside himself with anger. Time to find the stolen part—start by gathering some clues.



Why is this place up and running again?

The Kanto Power Plant used to be abandoned. But the Magnet Train needed a power source, so the Power Plant was rebuilt.

Step 2 How about a Pokémon trade?

At the Kanto Power Plant, one of the men wearing glasses wants to make a Pokémon trade. Great! Your first trade in the Kanto region! If you've caught a Dugtrio, you're all set. Give him a Dugtrio, and he'll trade you a Magneton.



Step 3 Suspect spotted in Cerulean City!

As you're leaving the Power Plant, the security guard gets a call. He's just been alerted that a suspicious man was seen loitering around the Cerulean Gym, and he wants you to help investigate (p. 36).



After getting the Machine Part

The Power Plant is back up and running

The Machine Part needed to run the Power Plant was hidden in the Cerulean Gym. Give it to the plant's manager, and he'll reinstall it on the spot. Then, to thank you for your help, he gives you TM57 Charge Beam.



After restoring the Power Plant

Fly back to Lavender Town

With the Power Plant back in business, things must have calmed down at the Kanto Radio Tower. Use Fly to return to Lavender Town and see how it's going over there (p. 30).



After beating the Viridian Gym

Zapdos appears outside the Power Plant

Once you have all 16 Badges from the Johto and Kanto Gyms, the Legendary Pokémon Zapdos appears in front of the Kanto Power Plant. You'll need to catch it to help complete the National Pokédex. Examine it to begin the battle.



Come prepared for your capture mission

Catching a Legendary Pokémon is no simple feat. Have a few Quick Balls on hand and throw them as soon as battle starts, but stock a good supply of Ultra Balls just in case.

Catch Zapdos!



Latias Lv. 50

Electric | Flying

ABILITY ● Pressure
MOVES ● AncientPower
Discharge
Agility
Charge

Zapdos is weak against Ice- or Rock-type moves, so use those moves to slash its HP. Then switch to Grass-, Fighting-, Bug-, or Steel-type moves, which only deal half damage and let you wear down its HP enough for a capture. The Ultra Ball should do the trick.

To Contents



Upgrade Your Trainer Card

Your Trainer Card gets an upgrade each time you accomplish a major achievement, such as defeating the Pokémon League and entering the Hall of Fame or completing the National Pokédex. With each upgrade, the card changes color and adds more stars to its upper right corner.

The six Trainer Card levels



Level up your Trainer Card by meeting certain conditions

Your Trainer Card levels up whenever you fulfill one of the five conditions below. There's no set order, so you can do these in any order you want. Keep playing *Pokémon HeartGold* and *SoulSilver* Versions to get the Black Card—the ultimate Trainer Card!

How to level up your Trainer Card

1. Enter the Hall of Fame
2. Complete the National Pokédex
3. Win 100 victories in a row at the Battle Tower
4. Open the Friendship Room at the Pokéathlon Dome
5. Get your first crown on one of your Pokémon (p. 122)



Cerulean City

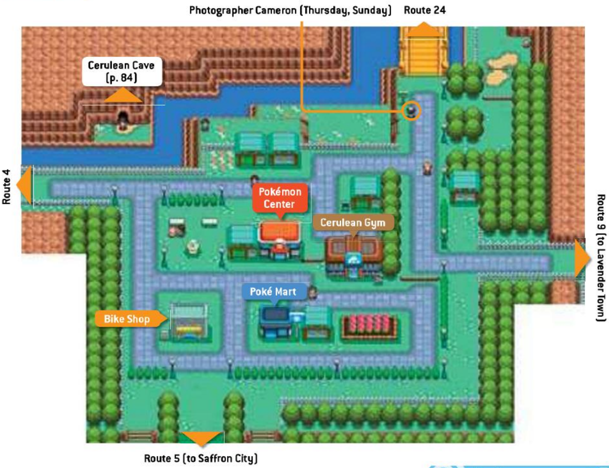


Story

With its flowing waters and blooming flowers, Cerulean City is a bountiful, beautiful city. It also has a Bike Shop that has since expanded into the Johto region. Across the river is Cerulean Cave, where a powerful Pokémon is said to dwell.

Field Moves Needed

Surf



Items

- After defeating the Team Rocket Grunt
- ☐ Machine Part
- After beating the Cerulean Gym
- ☐ Cascade Badge
- ☐ TM03 Water Pulse

Poké Mart (far counter)

Air Mail 50
Quick Ball 1,000

Hadbutt

Pokémon	
Combee	○
Hoothoot	◎
Pineco	◎

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Magikarp	◎	◎	◎
Super	Goldeen	◎	◎	◎
	Magikarp	○	○	○
	Seaking	○	○	○

Water Surface

Pokémon	
Goldeen	◎
Seaking	○

Step 1 Visit Cerulean City's Bike Shop

The Bike Shop on the south side of town is the original store behind the Goldenrod City Bike Shop. Swing on by and talk to the manager. He complains that the second shop is so popular, nobody comes by this location anymore.



That daring young man on his biking machine

The Bike Shop manager reminisces about a certain young boy and his Bicycle. Is he talking about Red, the boy behind all those amazing events from three years ago?

Step 2 Surprise the suspect at the Gym

Inside the Cerulean Gym, you collide with a suspicious man in a Team Rocket uniform. Dismayed at being spotted, he runs away. The Gym is empty, so go back outside and chase that man!



Hello? Hello? Is anyone home?

You can't challenge Cerulean Gym on your first visit. All of the Gym's Trainers are out. Even the Gym Leader isn't around.

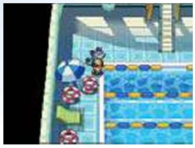
Step 3 The chase continues on Route 24

The man outside the Gym saw a strange man dressed in black headed toward the Cape north of Cerulean City. Pursue the suspect north, onto Route 24 (p. 38).



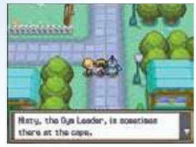
After battling Team Rocket — Find the Machine Part inside the Gym

Search the Gym from top to bottom, just as the Team Rocket Grunt said. You'll find the Machine Part, the critical component he stole from the Kanto Power Plant.



After visiting Route 24 — Look for Gym Leader Misty

Before you return the Machine Part, find Misty so you can have your Gym battle. According to a boy on the north side of town, Misty is sometimes seen at the cape to the north. Take Route 25 to reach the Cerulean Cape (p. 40).



After visiting Route 25 — Can't enter the Cerulean Cave yet

Use Surf to make your way along the river from Route 25 to the Cerulean Cave. Since the man at the entrance only admits Trainers who have eight Kanto Gym Badges, you'll have to return after you have them all (p. 84).



A powerful Pokémon in Cerulean Cave?

According to the man at the entrance, Cerulean Cave is home to horribly powerful Pokémon. One of those Pokémon is none other than Mewtwo, and you can come find it once you've won all the Kanto Badges.

After meeting Misty — Challenge the Cerulean Gym

Return to the city once you've met Misty at the Cerulean Cape on Route 25. You'll find her back at the Gym, along with all of the Gym's other Trainers. Heal your Pokémon at the Pokémon Center and go take them on.



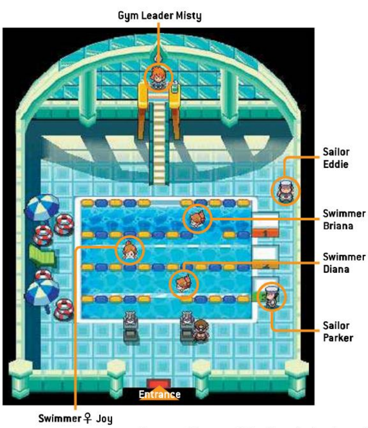
The Dowsing MCHN has found something...

A boy on the north side of town tells you that the Dowsing MCHN has detected something. Use Surf to follow the river on Route 25, then use the Dowsing MCHN to find a hidden item.

After beating the Cerulean Gym — Take the Machine Part back to the Power Plant

Take the Machine Part you found in the Cerulean Gym back to the Kanto Power Plant to get things running again. You can get there by taking Route 9 on the east side of town and using Surf to go south (p. 34).





Gym Battle 11 Cerulean Gym



Cerulean Gym Leader

Misty

● *Water-type Pokémon User*

● Water-type Pokémon	Level	Type	
Golduck ♀	Lv. 49	Water	
Quagsire ♀	Lv. 49	Water	Ground
Starmie	Lv. 54	Water	Psychic
Lapras ♀	Lv. 52	Water	Ice

Grass- and Electric-type moves will do big damage

Surf through the Cerulean Gym and its five Trainers to reach Misty. Misty's Pokémon use Water Pulse, which has a 20% chance of making your Pokémon Confused. Have your Pokémon hold Persim Berries as a countermeasure. Her Starmie and Lapras also use Ice Beam, so Grass-type Pokémon should be wary. Win and you'll receive the Cascade Badge and TM03 Water Pulse.



Cascade Badge

TM received — **TM03 Water Pulse**: Has a 20% chance of inflicting a Confused status.

The path that links Cerulean City to a cape with a view of the ocean

Routes 24 and 25

Story

Route 24 follows a long bridge across the river. You'll come here looking for a suspicious man who fled the Cerulean Gym. Route 25 leads through a forest and out onto a cape that overlooks the ocean.

Field Moves Needed

Cut — Surf

Items

- First visit
  - ☐ Protein
- After beating the six Trainer's challenge
  - ☐ Nugget



Sunkern

Grass

ABILITIES
- Chlorophyll
- Solar Power

Route 24

Tall Grass

Pokémon	M	A	N
Abra	○	○	○
Bellsprout	◎	◎	△
Oddish	×	×	◎
Sunkern	×	◎	×
Venomoth	×	×	△
Venonat	△	×	◎
Weepinbell	○	○	○

Water Surface

Pokémon	
Goldeen	◎
Seaking	○

Hoenn Sound (Wednesday)

Pokémon	
Whismur	Linoone

Route 24

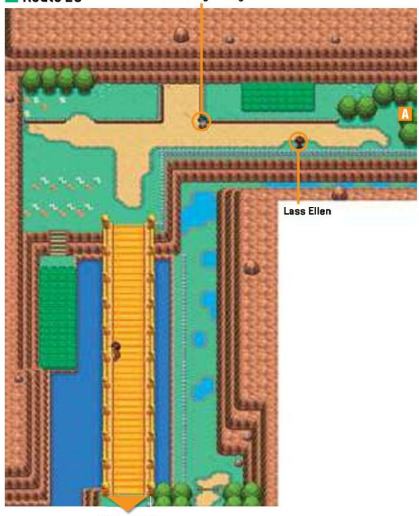
Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Magikarp	◎	◎	◎
Super	Goldeen	◎	◎	◎
	Magikarp	○	○	○
	Seaking	○	○	○

Sinnoh Sound (Thursday)

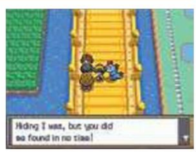
Pokémon	
Buizel	Bidoof

Route 25



Step 1 Find the suspicious man and challenge him

Head for Route 24 and look for the man who ran out of the Cerulean Gym. You'll see him hide between a couple in the middle of the bridge. Talk to him to start a battle. Once you win, he admits that he stole the Machine Part and hid it in the Gym. Well, back to the Gym you go (p. 37).

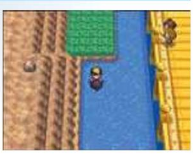


Who is this guy, anyway?

The Machine Part thief is Team Rocket's one and only foreign member. Looks like he never got the memo that Team Rocket disbanded back in Johto.

After getting the Machine Part — Use Surf to reach Route 25

Take the bridge north from Route 24 to Route 25, and you'll see a riverbank to the south. From there, use Surf to follow the river southward. This will take you back to Cerulean City and the entrance to Cerulean Cave (p. 37)



After getting the Machine Part — Head to the Cape in search of Misty

Based on what the boy in Cerulean City said, head for the hill on Route 25, out at the cape. Take Route 24 northward, then follow Route 25 east through the woods to reach the Cerulean Cape.





Slakoth
Normal
ABILITY
● Truant



Pidgey
Normal | Flying
ABILITIES
● Keen Eye
● Tangled Feet



Pidgeotto
Normal | Flying
ABILITIES
● Keen Eye
● Tangled Feet



Route 25

Tall Grass

Pokémon	M	A	N
Abra	○	○	○
Bellsprout	◎	◎	△
Oddish	×	×	◎
Pidgeotto	△	△	×
Pidgey	◎	◎	×
Venomoth	×	×	○
Venonat	○	×	◎
Weepinbell	△	△	△

Headbutt (regular trees)

Pokémon	
Combee	○
Hoothoot	◎
Pineco	◎

Headbutt (four trees to the northwest)

Pokémon	
Combee	◎
Slakoth	◎

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Magikarp	◎	◎	◎
Super	Goldeen	◎	◎	◎
	Magikarp	○	○	○
	Seaking	○	○	○

Water Surface

Pokémon	
Goldeen	◎
Seaking	○

♪ Hoenn Sound (Wednesday)

Pokémon	
Whismur	Linoone

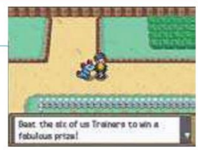
♪ Sinnoh Sound (Thursday)

Pokémon	
Buizel	Bidoof

After getting the Machine Part

Run a gauntlet of six Trainers

You'll have to pass through a gauntlet of six Trainers as you travel east on Route 25. Defeat them all and the last one, Ace Trainer Kevin, gives you a Nugget.



You can stop and heal during the challenge

You can swap and heal Pokémon between each battle with the six Trainers on Route 25. Return to Cerulean City whenever your Pokémon need a break.

After getting the Machine Part

Bill's grandfather gives you items

Head east through the forest path on Route 25 and you'll find Bill's grandfather inside the Sea Cottage. He wants you to show him a Pokémon that Bill told him about. If you show him the Pokémon, he'll give you an Evolution Stone.



A seventh challenger appears

Once you've defeated all six Trainers who challenged you on Route 25, a Super Nerd insists on fighting you. He's not even part of the original challenge! He's just a guy who really wants a Pokémon battle.

● Stones Bill's grandfather gives you if you show him Pokémon

Pokémon HeartGold Version

Pokémon	Stone
Growlithe	Fire Stone
Jigglypuff	Everstone
Marill	Water Stone
Oddish	Leaf Stone
Pichu	Thunderstone

Pokémon SoulSilver Version

Pokémon	Stone
Lickitung	Everstone
Oddish	Leaf Stone
Pichu	Thunderstone
Staryu	Water Stone
Vulpix	Fire Stone



Venomoth
Bug | Poison
ABILITIES
● Shield Dust
● Tinted Lens

After getting the Machine Part

Misty is out on a date

Continue east along Route 25 until you reach the Cerulean Cape at the end. Go up the stairs and you'll see Misty in the middle of a date. She's mad at you for interrupting, but changes her tune once she sees your Johto Badges. As she leaves, she tells you to come to the Gym.



After getting the Machine Part

Return to Cerulean City and challenge the Gym

Follow Misty back to the Cerulean Gym (p. 37). You can either Fly or take the stairs on the south side of the hill and follow the path back.



After meeting Suicune on Route 4

It's finally time to face Suicune

After you've encountered Suicune on Route 14, you'll see it again on Route 25. As you approach it, Eusine arrives. He sticks around to watch your battle—according to him, Suicune is waiting for you. Examine Suicune to start the showdown!



If you defeat Suicune

If you accidentally defeat Suicune on the bluff on Route 25, don't despair. Take on the Pokémon League and enter the Hall of Fame again. Suicune will then reappear on Burned Tower B1F, giving you another chance to catch it (p. 504).

Catch Suicune!

Suicune is a Water-type Pokémon. Once the battle starts, cut down its HP with supereffective Electric- or Grass-type moves. Then switch to Fire-, Water-, Ice-, or Steel-type moves, which do less damage. Once Suicune is weakened, use an Ultra Ball.

Suicune Lv. 40

Water

ABILITY ● Pressure

MOVES ● Rain Dance
Gust
Mist
Aurora Beam



After battling Suicune

Don't forget the roads less traveled

You chased Suicune all the way from Route 14 to Route 25, but there are still routes you haven't seen yet. So Fly back to Lavender Town and explore Routes 11, 12, and 13. Start with Route 12, which is reached by exiting Lavender Town to the south (p. 54).







Celadon City

Story

Celadon City is large and full of people and Pokémon, not to mention attractions like the Celadon Department Store, Celadon Condominiums, and the Game Corner. A lot of the places here are popular with Gym Leaders, too.

Field Moves Needed

Cut Surf



*You can use a Fishing Rod in Celadon City, but you won't catch any Pokémon.

Items

First visit
- ☐ Chimchar Mask
- ☐ Piplup Mask
- ☐ TM67 Recycle
- ☐ Turtwig Mask

After talking to the man on the Celadon Condominiums roof at night
- ☐ Spell Tag

After beating the Celadon Gym
- ☐ Rainbow Badge
- ☐ TM19 Giga Drain

After beating the Viridian Gym
- ☐ GB Sounds

Headbutt

Pokémon	
Combee	○
Heracross	◎
Spearow	◎

Water Surface

Pokémon	
Grimer	◎
Muk	○

Grimer

Poison

ABILITIES
- Stench
- Sticky Hold



Step 1 Visit GAME FREAK at the Celadon Condominiums

GAME FREAK, the company that makes the Pokémon games, is on the Celadon Condominiums 3F. Inside, Lyra/Ethan says you'll get a device that plays Game Boy music if you can collect all the Kanto Gym Badges. Once you've talked to her, see what the others have to say.



GAME FREAK, the people behind Pokémon

The GAME FREAK team in Celadon Mansion is the company that makes Pokémon games. Talk to the President and he'll tell you about all the hard, but fun, work that goes into making a game.

Step 2 Go up to the roof and get the Spell Tag

Take the elevator from Celadon Mansion 2F up to the roof. There's a room up there, and the man inside gives you the Spell Tag if you visit between 8 P.M. and 4 A.M. If you're here in the morning or afternoon, schedule a return trip in the evening.



The Celadon and Goldenrod sister stores

The Celadon Department Store is the sister store to the Goldenrod Department Store in Johto. Celadon's store is nicely decorated to complement the store in Goldenrod City.

Step 3 Get masks at the Celadon Department Store

Meet Wake on Celadon Department Store 2F and you'll receive the Turtwig, Chimchar, and Piplup Masks. These Accessories can be used at the Goldenrod Tunnel's Dress-Up Shop back in Johto.



Who was that masked man?

That's no ordinary man who gives you the Masks in the department store—that's Wake, the Sinnoh Gym Leader! He's wearing his signature Crasher Wake Mask when you meet him, but it looks like he's here to check out some other Masks.

Step 4 Play VOLTORB Flip at the Game Corner

East of Celadon Condominiums is the Celadon Game Corner, where you can play to earn Coins to trade for Pokémon and items. It's the same game you find in Goldenrod, but with a new selection of Pokémon and items to choose from (p. 44).



Step 5 Take on the Celadon Gym

The Celadon Gym is on the south side of town. Cut down the small tree south of the restaurant, follow the path beyond it, and you'll see the entrance. Your fourth Kanto Gym Badge awaits—just don't forget to heal your Pokémon before you go inside.



Meet Maylene at the restaurant

Maylene, a Sinnoh region Gym Leader, is competing in an eating contest at the restaurant south of the Game Corner. The girl may be small, but she sure loves to eat!

After beating the Celadon Gym — Head west from town to Fuchsia City

Now that you've won a Badge from the Celadon Gym, Fuchsia City is next. To get there, go west onto Route 16 and continue on through Routes 17 and 18 (p. 45).



After beating the Viridian Gym — Receive the GB Sounds

After you've won all the Kanto Gym Badges, go back to GAME FREAK at Celadon Condominiums. The Sound Designer gives you the GB Sounds. This unique item lets you relive the nostalgia of the original Game Boy background music from *Pokémon Gold* and *Silver* versions.



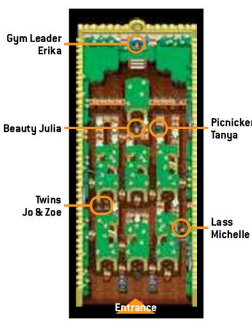
Change the track with GB Sounds

The GB Sounds is stored in your Bag's Key Items Pocket. Use it whenever you want to change the background music.

After completing the Johto Pokédex — Talk to the Game Director

Talk to the Game Director once you've completed the Johto Pokédex and again for the National Pokédex. He'll present you with a prize to show off to all your friends (p. 169).





Gym Battle 12 Celadon Gym



Celadon Gym Leader

Erika

- *Grass-type Pokémon User*
- Erika's Pokémon

Pokémon	Level	Type	Type
Jumpluff ♀	Lv. 51	Grass	Flying
Tangela ♀	Lv. 52	Grass	
Victreebel ♀	Lv. 56	Grass	Poison
Bellossom ♀	Lv. 56	Grass	

Fire-, Ice- and Flying-type moves are the ones you want

Some of Erika's Pokémon, like Victreebel and Bellossom, use the move Sunny Day to change the weather to Sunny. In the Sunny weather condition, SolarBeam only takes one turn to use and Synthesis recovers a huge amount of HP. You should still be fine if you use Fire-, Ice-, and Flying-type moves, which are supereffective against her Grass-type Pokémon. Once you win, she gives you the Rainbow Badge and TM19 Giga Drain.



Rainbow Badge

TM received

TM19 Giga Drain
User recovers HP equal to half the damage inflicted on foe.



Find What You Need at the Celadon Department Store

Shop for essential supplies on all six floors of this fancy department store

On the six floors of this giant department store, you'll find all kinds of items to use during your adventures and battles. From TMs to Mail, it stocks all that and more! And when it comes to raising Pokémon, this is your one-stop shop for supplies. Just take the elevator directly to the floor that sells the items you want—there's a store directory next to the elevator.





CELADON

6F Rooftop Atrium

Vending machine	
Fresh Water	200
Soda Pop	300
Lemonade	350

5F Battle Collection

Left counter		Right counter	
X Speed	350	Protein	9,800
X Attack	500	Iron	9,800
X Defend	550	Calcium	9,800
Guard Spec.	700	Zinc	9,800
Dire Hit	650	Carbos	9,800
X Accuracy	950	HP Up	9,800
X Special	350		
X Sp. Def	350		

4F Wiseman Gifts

Item	Price
Air Mail	50
Tunnel Mail	50
Bloom Mail	50

3F TM Shop

Item	Price
TM21 Frustration	1,000
TM27 Return	1,000
TM87 Swagger	1,500
TM78 Captivate	1,500
TM12 Taunt	1,500
TM41 Torment	1,500
TM20 Safeguard	2,000
TM28 Dig	2,000
TM76 Stealth Rock	2,000
TM55 Brine	3,000
TM72 Avalanche	3,000
TM79 Dark Pulse	3,000

2F Trainer's Market

Left counter		Right counter	
Potion	300	Poké Ball	200
Good Potion	700	Great Ball	600
Hyper Potion	1,200	Ultra Ball	1,200
Max Potion	2,500	Escape Rope	550
Revive	1,500	Poké Doll	1,000
Antidote	100	Repel	350
Parlyz Heal	200	Super Repel	500
Burn Heal	250	Max Repel	700
Ice Heal	250	Grass Mail	50
Awakening	250	Flame Mail	50
Full Heal	600	Bubble Mail	50
		Space Mail	50

1F Service Counter

Entrance • Information



Make a Fortune at the Celadon Game Corner



Rack up Coins to get rare items and Pokémon

The Celadon Game Corner provides you with another chance to win fabulous prizes by playing the VOLTORB Flip card game. The Celadon Game Corner has an attached Prize Exchange area where you can turn in your Coins for prizes.



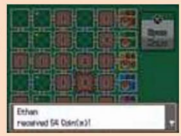


Prizes that can be exchanged for Coins

Prize	Coins
TMs	
Endure	2,000
Double Team	4,000
Hidden Power	6,000
Gyro Ball	10,000
Psychic	10,000
Giga Impact	15,000
Equipment/Items	
Metronome	1,000
Silk Scarf	1,000
Wide Lens	1,000
Zoom Lens	1,000
Pokémon	
Mr. Mime	3,333
Eevee	6,666
Porygon	9,999

Rule 1 VOLTORB Flip is as fun and challenging as ever

The game may be the same, but the selection of Pokémon and TMs are all new. Just as before, flip and reveal all of the twos and threes and not the dreaded Voltorb cards and earn those prizes!



Rule 2 VOLTORB Flip refresher

Just like in Goldenrod Game Corner, tap the card you want to flip. If it's a two or three, it's added to your Coins. Each number you flip multiplies your total, but if you reveal a Voltorb, you lose all the Coins collected on that level.

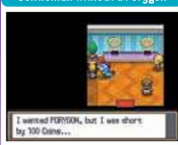
1 Discover the ones
2 Discover the twos and threes
3 Clear the board



Rule 3 Level up and get more Coins

As you keep going, level by level, you earn more and more Coins. The best way to earn a fortune in Coins is to make your way up to a high level and really start flipping your way to a fortune in Coins...as long as you manage to steer clear of all of the Voltorb.

Gentleman without a Porygon



The Gentleman in the Prize Exchange area is just shy of the 9,999 Coins needed to cash in for this versatile Porygon. Just a few more games and he should be one happy gent.

Help for Hiddem Powers



Want to see what type your Pokémon's Hidden Power move would be before you use this valuable TM? Just stop by and talk to this guy to find out.

Rule 4 Play hard, but smart

Remember that you can quit anytime and keep the Coins you've earned so far. Sometimes it's better to quit while you're ahead. Rather than chance losing all the twos and threes you've already earned in a given level, choose to "Quit" and leave trying to get to the next level for the next game.



Rule 5 Redeem those Coins. You've earned it!

With your magnificent haul of winnings, head to the Prize Exchange area, where they'll be happy to exchange your coins for prizes ranging from a Silk Scarf to Porygon to TM68 Giga Impact. Way to flip!





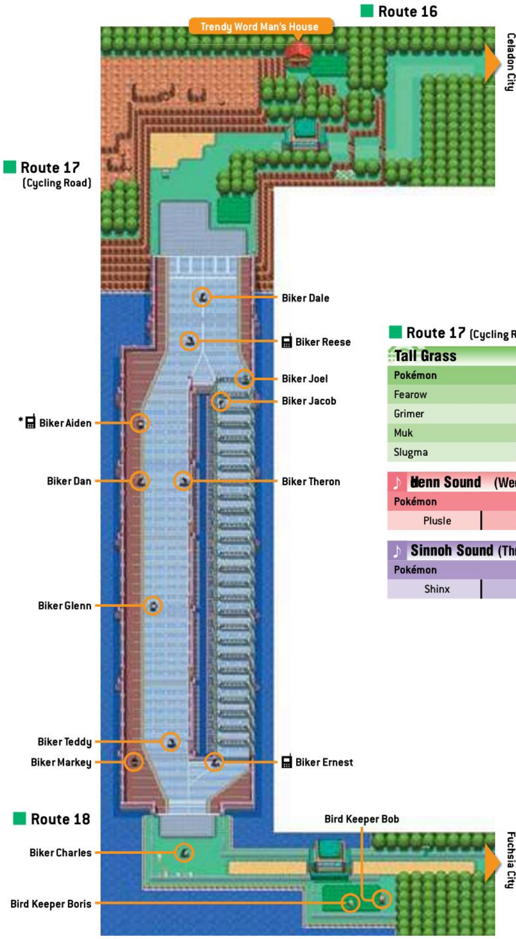
Routes 16, 17, and 18

Story

On the northern part of this path is Route 16, which connects to the Cycling Road. The Cycling Road is the straight, downhill road that makes up all of Route 17. Once you come to a stop at its southern end, you'll be on Route 18. Saddle up and go full speed ahead!

Field Moves Needed

Cut



*Indicates Trainers whose phone numbers you can record on your Pokégear

Route 16

Tall Grass

Pokémon	M	A	N
Fearow	◎	◎	×
Grimer	◎	◎	◎
Muk	△	△	△
Murkrow	×	×	○
Slugma	△	△	△

Headbutt

Pokémon	
Combee	○
Heracross	◎
Spearow	◎

Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

Route 17 (Cycling Road)

Tall Grass

Pokémon	M	A	N
Fearow	◎	◎	×
Grimer	◎	○	◎
Muk	△	△	○
Slugma	△	◎	△

Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

Route 18

Tall Grass

Pokémon	M	A	N
Fearow	◎	◎	×
Grimer	◎	◎	◎
Muk	△	△	○
Slugma	△	△	△

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Spinarak ●	◎
Tangela	○
Wurmple	○

Hoenn Sound (Wednesday)

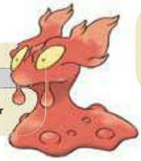
Pokémon	
Plusle	Minun

Sinnoh Sound (Thursday)

Pokémon	
Shinx	—



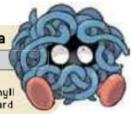
Murkrow
Dark | Flying
ABILITIES
- Insomnia
- Super Luck



Slugma
Fire
ABILITIES
- Magma Armor
- Flame Body



Muk
Poison
ABILITIES
- Stench
- Sticky Hold



Tangela
Grass
ABILITIES
- Chlorophyll
- Leaf Guard

Step 1 The septuagenarian in a domicile expands your vocabulary

Inside the house on Route 16 is a man who'll teach you tough words, like "Neutrino" and "Stock Prices," that you can use to liven up chats and Mail. Talk to him every day to learn the latest trendy saying.



Step 2 Get on your Bicycle in the gate

Beyond the gate on Route 16 is Route 17 and the Cycling Road, which is only open to bicyclists. You can't even get through the gate without a pair of wheels, so get on your Bicycle while you're still in the gate.



Two wheels good, two legs bad

Since the Cycling Road is exclusively for Bikers, you'll have to stay on your Bicycle the entire time. Besides, it's dangerous to walk around on foot when Trainers on Bikes are zipping around at top speed.

Step 3 Coast down Cycling Road

Once you're on the Bicycle, pedal out onto Route 17 and you'll speed down the hill. Battle twelve Bikers on your way south to Route 18.



First chance to get a Kanto Trainer's number

Some Trainers on Route 17 want to swap phone numbers with you after a match. This is your first chance to trade phone numbers in Kanto, so don't pass up a shot at items and rematches (p. 128).

Step 4 Through the gate and on to Fuchsia City

The gate on Route 18 marks the end of Cycling Road. At last, you can hop off your Bicycle and travel on foot. Exit and walk east toward Fuchsia City, your next destination (p. 48).



To Contents



Put Some Ribbons on Your Pokémon

Ribbons are prizes your Pokémon can get by accomplishing all sorts of tasks. You'll collect lots of Ribbons if you train up your Pokémon, meet the Day-of-the-Week Siblings, or beat the consecutive win record at the Battle Frontier's Battle Tower.

The 15 kinds of Ribbons

Effort Ribbon

● **How to obtain it**

Talk to a girl in a house in Blackthorn City once your lead Pokémon is fully trained



Alert Ribbon

● **How to obtain it**

After meeting all the Day-of-the-Week Siblings, talk to Monica on Route 40 (Monday only)



Shock Ribbon

● **How to obtain it**

After meeting all the Day-of-the-Week Siblings, talk to Tuscany on Route 29 (Tuesday only)



Downcast Ribbon

● **How to obtain it**

After meeting all the Day-of-the-Week Siblings, talk to Wesley at the Lake of Rage (Wednesday only)



Careless Ribbon

● **How to obtain it**

After meeting all the Day-of-the-Week Siblings, talk to Arthur on Route 36 (Thursday only)



Relax Ribbon

● **How to obtain it**

After meeting all the Day-of-the-Week Siblings, talk to Frieda on Route 32 (Friday only)



Snooze Ribbon

● **How to obtain it**

After meeting all the Day-of-the-Week Siblings, talk to Santos in Blackthorn City (Saturday only)



Smile Ribbon

● **How to obtain it**

After meeting all the Day-of-the-Week Siblings, talk to Sunny on Route 37 (Sunday only)



Legend Ribbon

● **How to obtain it**

Defeat Red on the peak of Mt. Silver



Ability Ribbon

● **How to obtain it**

Defeat the Tower Tycoon in Single Battle mode at the Battle Frontier's Battle Tower (1st match)



Great Ability Ribbon

● **How to obtain it**

Defeat the Tower Tycoon in Single Battle mode at the Battle Frontier's Battle Tower (2nd match)



Double Ability Ribbon

● **How to obtain it**

Win 50 Double Battles in a row at the Battle Frontier's Battle Tower



Multi Ability Ribbon

● **How to obtain it**

Win 50 Multi Battles in a row at the Battle Frontier's Battle Tower



Pair Ability Ribbon

● **How to obtain it**

Win 50 link Multi Battles in a row at the Battle Frontier's Battle Tower



World Ability Ribbon

● **How to obtain it**

Reach Rank 5 in Wi-Fi Battles at the Battle Frontier's Battle Tower



Fuchsia City

Story

Your quest for your fifth Badge takes you to Fuchsia City, a place that blends both the ancient and the modern. Pal Park, the city's new attraction, now stands on the former site of the Safari Zone.

Field Moves Needed

Cut · Surf



Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Spinarak ●	◎
Tangela	○
Wurmple	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
Good	Gyarados	○	○	○
	Magikarp	◎	◎	◎
Super	Gyarados	◎	◎	◎
	Magikarp	◎	◎	◎

Water Surface

Pokémon	
Magikarp	◎

Poké Mart (far counter)

Dusk Ball	1,000
Quick Ball	1,000
Steel Mail	50

Items

- First visit
  - ☐ Red Apricorn
- After beating the Fuchsia Gym
  - ☐ Soul Badge
  - ☐ TM84 Poison Jab

Step 1 The Safari Zone doesn't live here anymore

The girl north of the Pokémon Center says the Safari Zone was relocated from Fuchsia City to the Johto region. Pal Park opened up in its place not long ago, so be sure to swing by later (p. 192).



The Safari Zone is now in Johto

The Safari Zone is now based in the Johto region. You can get to this new Safari Zone from the east side of Cianwood City. Take Routes 47 and 48 (p. 99).

Step 2 Trade Shards for Berries

The blond boy on the north side of town is a trader of Shards and Berries. Give him a Shard you've found by smashing open rocks, and he'll trade you a set of Berries that corresponds to the color of the Shard.



Bill's grandfather has a house here...

But the girl in the house east of Fuchsia Gym says Bill's grandfather is away visiting his grandson. Bill's grandfather is the old man looking after the Sea Cottage on Route 25.

Shards you can trade for Berries

Shard			
Red Shard (Berry Set E)	Persim Berry	Razz Berry	Pomeg Berry
Blue Shard (Berry Set F)	Bluk Berry	Kelpsy Berry	Cornn Berry
Yellow Shard (Berry Set G)	Pinap Berry	Grepa Berry	Nomel Berry
Green Shard (Berry Set H)	Wepear Berry	Hondew Berry	Durin Berry

*You can trade for Berry sets A through D at Violet City in Johto.

Step 3 Challenge the Fuchsia Gym

On the south side of town is the Fuchsia Gym, where you can win your fifth Kanto Gym Badge. The local Gym Leader is Janine, daughter of Elite Four Koga. Before you take her on, swing by the Pokémon Center to make sure your Pokémon are all fit for fighting.





Gym Battle 13 Fuchsia Gym



Fuchsia Gym Leader

Janine

● *Poison-type Pokémon User*

● Janine's Pokémon

Pokémon	Level	Type	
Crobat ♀	Lv. 47	Poison	Flying
Weezing ♀	Lv. 44	Poison	
Ariados ♀	Lv. 47	Bug	Poison
Ariados ♀	Lv. 47	Bug	Poison
Venomoth ♀	Lv. 50	Bug	Poison

Counter her Poison-types with Psychic- and Ground-type moves

Inside the Fuchsia Gym, you'll navigate a maze of transparent walls before finding Janine. To counter her Poison-type Pokémon, your best bets are Psychic- and Ground-type moves. Keep plenty of Antidotes on hand, because her Pokémon's moves can Poison their targets. Her Venomoth can raise its evasion by using Double Team, so you'll also want your team to have some moves with perfect accuracy. Defeat Janine to earn the Soul Badge and TM84 Poison Jab.



Soul Badge

TM received

TM84 Poison Jab
Has a 30% chance of inflicting Poisoned status.

After beating the Fuchsia Gym

Catch Pokémon at Pal Park

On the north side of town is Pal Park, where you can transfer over Pokémon from your GBA Pokémon games—up to six at a time per game. This comes in handy for completing your National Pokédex (p. 192).



The Pal Park's Warden is now Baoba's son

Baoba's son runs the Pal Park. Come to think of it, the Pal Park does have similarities to the Safari Zone. There must be some kind of family obsession with catching Pokémon.



After beating the Fuchsia Gym

A visitor gives you Accessories

At Pal Park, the visitor with a hat gives you different Accessories depending on which GBA Pokémon game is inserted in your Nintendo DS's Game Pak Slot. If it's *Pokémon FireRed*, you get the Crown. If it's *Pokémon LeafGreen*, you get the Tiara.



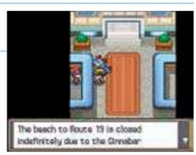
Insert *Pokémon Ruby, Sapphire,* or *Emerald* to get Backdrops

You can also get Backdrop Accessories from the Pal Park visitor. You get the Underground Backdrop if *Pokémon Ruby* is inserted, the Seafloor Backdrop for *Pokémon Sapphire*, and the Sky Backdrop for *Pokémon Emerald*.

After beating the Fuchsia Gym

No going south on Route 19

South of town, Route 19 leads across the water to Cinnabar Island. A recent volcano eruption has put the route off limits. You'll have to detour through Pallet Town instead.



Pal Park is strictly a one-way trip

Once you use Pal Park to transfer a Pokémon from a GBA Game Pak, that's it! You can't transfer it back to the original GBA game. Make sure there's nothing else you need it for before you transfer it over.

After beating the Fuchsia Gym

Time to pay a visit to Route 15

The next town is Pewter City, where you can earn your sixth Kanto Badge. On the other hand, you haven't seen Route 15 yet, so go check it out by heading east from Fuchsia City (p. 50).



Once you've seen the Seafoam Islands, the coast is clear

Route 19 reopens after you've visited the Seafoam Islands. Now you can Surf along Route 19 to reach Cinnabar Island.

Routes 14 and 15

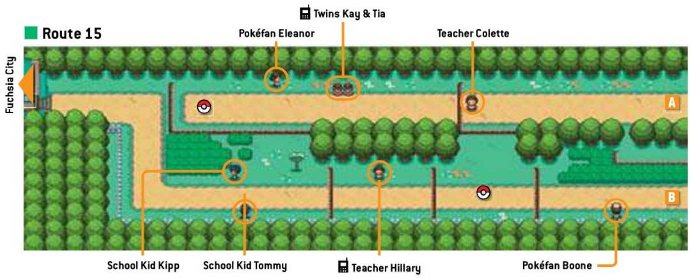
Story

Route 15 runs through a forest and straight to the coast, and then Route 14 is fully paved and follows the coastline up to the north. You'll spot Suicune on Route 14, and Eusine tells you where this legend is headed next.

Field Moves Needed

Cut

Route 15



Items

- First visit
- ☐ PP Up
- ☐ Rose Incense
- After showing the girl a Chansey
- ☐ Lucky Punch

Route 15

Tall Grass

Pokémon	M	A	N
Chansey	▲	▲	▲
Hoppip	◯	◯	×
Nidorina	◎	◎	◎
Nidorino	◎	◎	◎
Noctowl	×	×	◯
Pidgeotto	◯	◯	×
Quagsire	×	×	◯

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Spinarak ●	◎
Tangela	◯
Wurmple	◯

Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

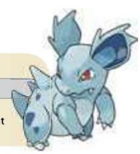
Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

Nidorina

Poison

ABILITIES
- Poison Point
- Rivalry



Step 1 Battle Trainers on your way east

Changes in elevation split Route 15 into northern and southern sections. Take Route 15 east, then Route 14 north. Between both routes, there are a total of 18 Trainers. As you work your way through all of them, return to Fuchsia City as needed to heal your Pokémon.



Route 15 has its ups and downs

Just as you enter Route 15, you'll see a ledge that splits the long, straight route into one-way north and south sections. The northern section runs west, and the southern section runs east. Watch where the ledges lead before you proceed.

Step 2 Show Chansey to a girl and get an item

Near the end of Route 14, over on the west side, there's a patch of tall grass and a girl who wants to see a Chansey. If you put one at the head of your party and show it to her, she'll give you a Lucky Punch in return.

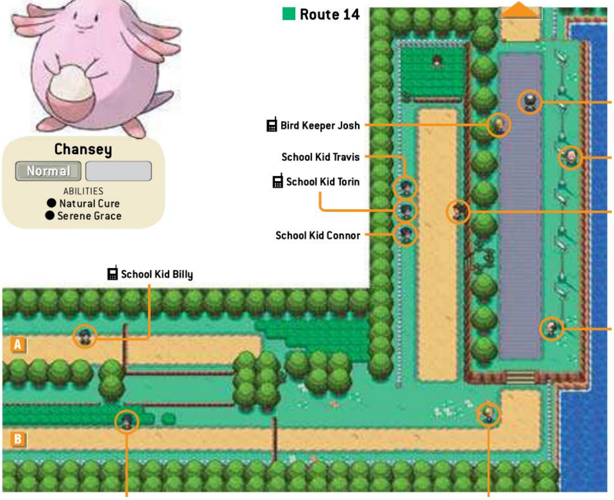


Encounter Chansey on Route 14

To catch a Chansey that you can show to the girl, try prowling the tall grass on Routes 14 and 15. You may have to search for a while, since Chansey isn't that common.

Chansey
Normal
ABILITIES
● Natural Cure
● Serene Grace

Route 14



Route 14

Tall Grass

Pokémon	M	A	N
Chansey	▲	▲	▲
Hoppip	○	○	×
Nidorina	◎	◎	◎
Nidorino	◎	◎	◎
Noctowl	×	×	○
Pidgeotto	○	○	×
Quagsire	×	×	○
Skiploom	△	△	×

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Spinarak ●	◎
Tangela	○
Wurmple	○

♪ Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

♪ Sinnoh Sound (Thursday)

Pokémon	
Shinx	—



Nidorino
Poison
ABILITIES
● Poison Point
● Rivalry

Step 3 See Suicune by the sea

As you walk north along the bluff on the east side of Route 14, you'll spot Suicune. If you try to get close, it runs off to the north. Eusine is still pursuing it, too—Suicune prefers being near water and Eusine thinks it's headed for a hill to the north.



Step 4 Follow Suicune to Route 25

Once you're done exploring Route 14, take Eusine's hint and head for Route 25 to find Suicune. Use Fly to reach Cerulean City, then head north to the Cerulean Cape on Route 25 (p. 40).



Heal first, battle later

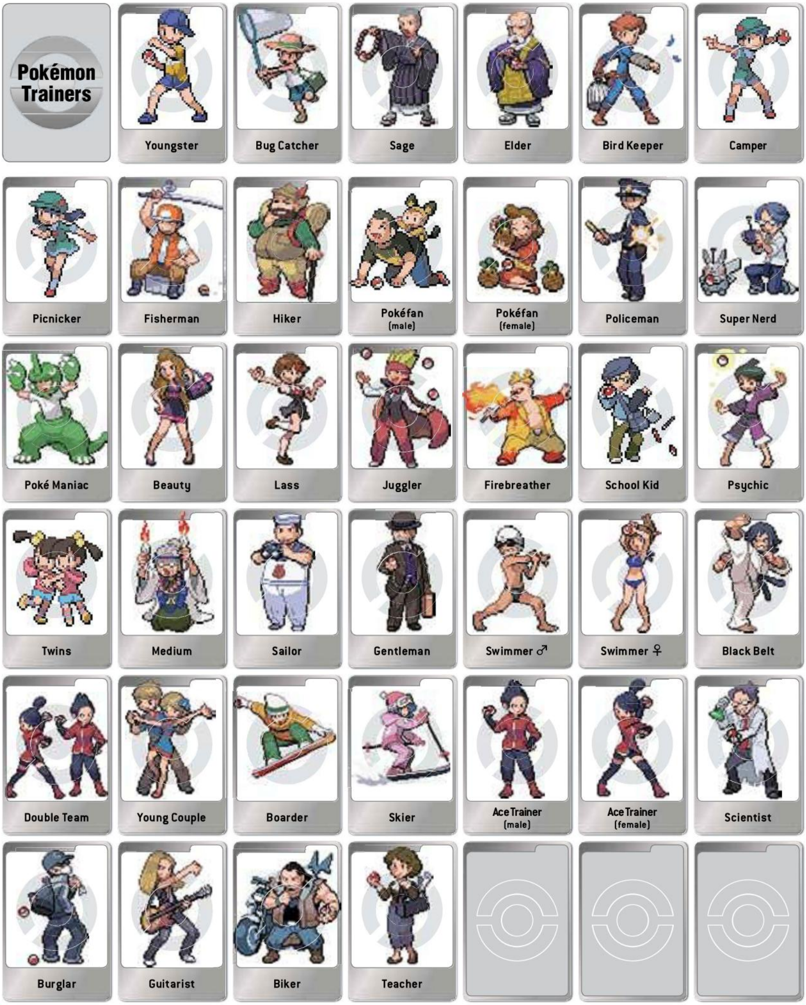
When you find Suicune on Route 25, examining it will trigger a battle. So, first things first. Once you touch down in Cerulean City, heal your Pokémon at the Pokémon Center.

To Contents

Pokémon Trainer Gallery, Part 1

This Trainer Gallery brings together the different Trainers you met and battled while traveling through Johto and Kanto. Take a look and see if it brings back memories of intense battles.

Remember all the Trainers who made your journey exciting



Routes 11, 12, and 13

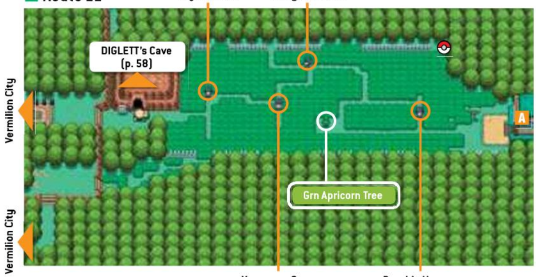
Story

Route 11 is a grassy field where you'll find DIGLETT's Cave, which leads to Pewter City. Route 12, also known as Silence Bridge, is a hot spot for Fishermen. Route 13 is a maze of fences.

Field Moves Needed

Cut · Surf

Route 11



Items

- ☐ Calcium
- ☐ Grn Apricorn
- ☐ Super Rod
- ☐ TM86 Grass Knot
- ☐ Yellow Flute

Route 11

Tall Grass

Pokémon	M	A	N
Drowzee	◎	◎	◎
Hypno	○	○	○
Magnemite	○	○	○
Rattata	◎	◎	◎

Headbutt

Pokémon	
Combee	○
Heracross	◎
Spearow	◎

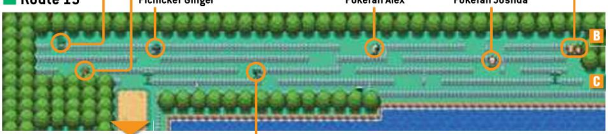
Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

Route 13



Route 13

Tall Grass

Pokémon	M	A	N
Chansey	▲	▲	▲
Hoppip	○	○	×
Nidorina	◎	◎	◎
Nidorino	◎	◎	◎
Noctowl	×	×	○
Pidgeotto	○	○	×
Quagsire	×	×	○

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Spinarak ●	◎
Tangela	○
Wurmple	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Tentacool	○	○	○
Good	Magikarp	◎	◎	◎
	Tentacool	◎	◎	◎
Super	Magikarp	○	○	○
	Qwilfish	○	○	○
	Tentacool	◎	◎	◎

Water Surface

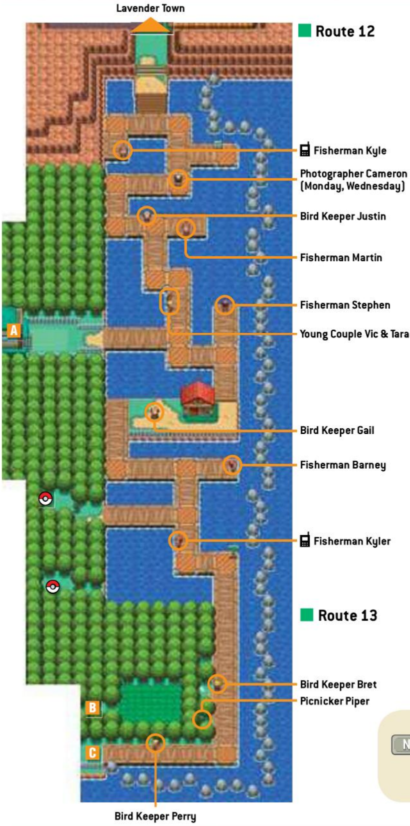
Pokémon	
Quagsire	◎
Tentacool	◎
Tentacruel	○

Hoenn Sound (Wednesday)

Pokémon	
Whismur	Linoone

Sinnoh Sound (Thursday)

Pokémon	
Buizel	Bidoof



Route 12

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Spinarak ●	◎
Tangela	○
Wurmple	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Tentacool	○	○	○
Good	Magikarp	◎	◎	◎
	Tentacool	◎	◎	◎
Super	Magikarp	○	○	○
	Qwilfish	○	○	○
	Tentacool	◎	◎	◎

Water Surface

Pokémon	
Quagsire	◎
Tentacool	◎
Tentacruel	○



Quagsire
Water Ground
ABILITIES
● Damp
● Water Absorb



Qwilfish
Water Poison
ABILITIES
● Poison Point
● Swift Swim



Hoothoot
Normal Flying
ABILITIES
● Insomnia
● Keen Eye



Noctowl
Normal Flying
ABILITIES
● Insomnia
● Keen Eye

Step 1 Take Route 12 south from Lavender Town

Once you've battled Suicune on Route 25, head south from Lavender Town to Route 12. In the middle of the route is a gate that leads to Route 11, but skip that for now—you're headed south all the way to Route 13.



Silence Bridge

Route 12 is a well-known fishing spot. To avoid startling Pokémon, Fishermen walk across it as quietly as they can—that's how it came to be called Silence Bridge.

Step 2 A Fisherman gives you the Super Rod

In a house on Route 12, a Fisherman gives you the Super Rod. This is the best fishing rod around, capable of catching Pokémon that can't be hooked by lesser rods. Don't forget to try it out in Johto as well as in Kanto (p. 56).



Step 3 Battling Trainers and feeling fenced in

Route 13 has so many fences, it might as well be a maze. As you make your way through, you'll find Trainers waiting to battle. There are 11 Trainers in all, so bring your Pokémon back to Lavender Town for healing whenever your team is low on HP.



It's good to (want to) be the king

You'll meet Pokéfan Alex on Route 13. He claims that everyone wants to become a ruler someday. He even calls his Pokémon regal. Battle him and see if he can hold onto his crown.

Step 4 Head west from Route 12

Once you've cleared Route 13, go back to Route 12. This time, you'll take the west gate to Route 11 and DIGLETT's Cave. Beyond the cave is Pewter City, your next destination (p. 61).



Heal up at Lavender Town

It's a good idea to heal your injured Pokémon before setting out for Route 11. You might as well Fly back to Lavender Town. It's faster to reach Route 11 from Lavender Town than it is to backtrack along Route 12.

Step 5 Head west for DIGLETT's Cave

The entrance to DIGLETT's Cave is on the west side of Route 11. You'll be able to battle Trainers and pick up items along the way, so thoroughly explore this area. You can use the Dowsing MCHN here to sweep for items invisible to the naked eye.



A return to Route 12

Don't worry if you knock out or flee from the Snorlax in front of DIGLETT's Cave. You'll get a second chance to catch it. It reappears after you enter the Hall of Fame, but this time it's in front of the gate on Route 12.

Step 6 Wake Snorlax by playing the Poké Flute

There's DIGLETT's Cave, but a Snorlax is slumbering in front of the entrance, and it won't budge. Tune your Pokégear radio to the Poké Flute broadcast in the upper-area of the tuner, then examine Snorlax. It wakes up when it hears the music, and you'll go straight into battle. Be ready to catch it!





Snorlax

Normal

ABILITIES
- Immunity
- Thick Fat

Step 7 Enter DIGLETT's Cave

Once you've caught, defeated, or just plain run away from Snorlax, the entrance to DIGLETT's Cave is clear. On the other side of the cave is Route 2, the route that leads north to Pewter City (p. 58).



Return to Vermilion City and snag an item

If you follow Route 11 south from the entrance of DIGLETT's Cave, you'll reach a hidden area on the south side of Vermilion City. Check it out to pick up the Sticky Barb (p. 20).

To Contents

Use the Super Rod to Fish in Johto

Have fun trying out the Super Rod all across the region

On Route 12, you'll get a brand-new Super Rod that can catch more kinds of Pokémon than the Old Rod or Good Rod. Even though you get it in the Kanto region, you can still use it to catch Pokémon back in Johto.

Johto region



Pokémon you can catch with the Super Rod

1 New Bark Town

Fishing

Pokémon	M	A	N
Chinchou	◎	◎	◎
Lanturn	○	○	○
Shellder	◎	◎	◎
Tentacruel	○	○	○

2 Cherrygrove City

Fishing

Pokémon	M	A	N
Corsola	◎	◎	×
Kingler	○	○	○
Krabby	◎	◎	◎
Staryu	×	×	◎

3 Route 30

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

4 Route 31

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

5 Violet City

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

6 Route 32

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Qwilfish	○	○	○
Tentacool	◎	◎	◎

7 Ruins of Alph

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

8 Union Cave

1F

Fishing

Pokémon	M	A	N
Goldeen	◎	◎	◎
Magikarp	○	○	○
Seaking	○	○	○

B1F

Fishing

Pokémon	M	A	N
Goldeen	◎	◎	◎
Magikarp	○	○	○
Seaking	○	○	○

B2F

Fishing

Pokémon	M	A	N
Corsola	◎	◎	×
Kingler	○	○	○
Krabby	◎	◎	◎
Staryu	×	×	◎

9 SLOWPOKE Well

Fishing

Pokémon	M	A	N
Goldeen	◎	◎	◎
Magikarp	○	○	○
Seaking	○	○	○

10 Ilex Forest

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

11 Route 34

Fishing

Pokémon	M	A	N
Corsola	◎	◎	×
Kingler	○	○	○
Krabby	◎	◎	◎
Staryu	×	×	◎

To Contents

12 Route 35

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

13 Ecruteak City

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

14 Olivine City

Fishing

Pokémon	M	A	N
Corsola	◎	◎	×
Kingler	○	○	○
Krabby	◎	◎	◎
Staryu	×	×	◎

15 Route 40

Fishing

Pokémon	M	A	N
Corsola	◎	◎	×
Kingler	○	○	○
Krabby	◎	◎	◎
Staryu	×	×	◎

16 Route 41

Fishing

Pokémon	M	A	N
Chinchou	◎	◎	◎
Lanturn	○	○	○
Shellder	◎	◎	◎
Tentacruel	○	○	○

17 Whirl Islands

Fishing

Pokémon	M	A	N
Horsea	◎	◎	◎
Kingler	○	○	○
Krabby	◎	◎	◎
Seadra	○	○	○

18 Cianwood City

Fishing

Pokémon	M	A	N
Corsola	◎	◎	×
Kingler	○	○	○
Krabby	◎	◎	◎
Staryu	×	×	◎

19 Cliff Edge Gate *1

Fishing

Pokémon	M	A	N
Magikarp	◎	◎	◎
Poliwag	◎	◎	◎

20 Route 47

Fishing

Pokémon	M	A	N
Chinchou	◎	◎	◎
Lanturn	○	○	○
Shellder	◎	◎	◎
Tentacruel	○	○	○

21 Route 42

Fishing

Pokémon	M	A	N
Goldeen	◎	◎	◎
Magikarp	○	○	○
Seaking	○	○	○

22 Mt. Mortar

Fishing

Pokémon	M	A	N
Goldeen	◎	◎	◎
Magikarp	○	○	○
Seaking	○	○	○

12 Route 43

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

24 Lake of Rage

Fishing

Pokémon	M	A	N
Gyarados	◎	◎	◎
Magikarp	◎	◎	◎

25 Route 44

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎
Remoraid	○	○	○

26 Blackthorn City

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

27 Dragon's Den

Fishing

Pokémon	M	A	N
Dragonair	○	○	○
Dratini	◎	◎	◎
Magikarp	◎	◎	◎

28 Route 45

Fishing

Pokémon	M	A	N
Magikarp	○	○	○
Poliwag	◎	◎	◎

29 Dark Cave

Fishing

Pokémon	M	A	N
Goldeen	◎	◎	◎
Magikarp	○	○	○
Seaking	○	○	○

30 Route 27 *2

Fishing

Pokémon	M	A	N
Chinchou	◎	◎	◎
Lanturn	○	○	○
Shellder	◎	◎	◎
Tentacruel	○	○	○

31 Tohjo Falls *2

Fishing

Pokémon	M	A	N
Goldeen	◎	◎	◎
Magikarp	○	○	○
Seaking	○	○	○

32 Route 26 *2

Fishing

Pokémon	M	A	N
Chinchou	◎	◎	◎
Lanturn	○	○	○
Shellder	◎	◎	◎
Tentacruel	○	○	○











*1 HM Rock Climb needed for access
*2 This location is part of the Kanto region

DIGLETT's Cave



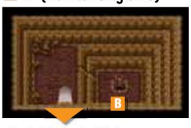
Story

It's said that Diglett dug out the massive tunnel known as DIGLETT's Cave. Since it connects Vermilion City and Pewter City, allowing easy passage between the two, it's a useful route. See for yourself by taking this cavernous path to Pewter City.

Field Moves Needed

Rock Climb

1F (Pewter City side)



Route 2 (to Pewter City)

B1F



Items

- After beating the Viridian Gym
- ☐ PP Max
- ☐ Rock Incense

All areas

Cave

Pokémon	M	A	N
Diglett	◎	◎	◎
Dugtrio	○	○	○

Hoenn Sound (Wednesday)

Pokémon	
Absol	Makuhita

Sinnoh Sound (Thursday)

Pokémon	
Bronzor	Chingling



Diglett

Ground

ABILITIES
- Sand Veil
- Arena Trap



Dugtrio

Ground

ABILITIES
- Sand Veil
- Arena Trap

1F (Vermilion City side)



Route 11 (to Vermilion City)

Step 1 Find the north ladder and climb up

As you enter from Route 11, go down the ladder and follow the cave to the north. You'll pass embankments that can be climbed with Rock Climb, but you don't have that move yet. Just continue north and you'll see a ladder up to the next level.

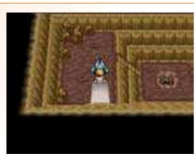


Dug by Diglett

Just as the name indicates, DIGLETT's Cave was dug by Diglett. The man near the Vermilion City entrance was shocked to see a bunch of Diglett pop up out of the ground.

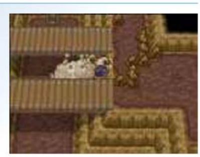
Step 2 Exit onto Route 2

On the north side of the cave, go up the ladder and then out the exit. You'll find yourself on Route 2, which runs north to Pewter City and south to Viridian City.



After beating the Viridian Gym — Rock Climb your way to free items

There are embankments in DIGLETT's Cave that you can scale with Rock Climb. Once you can use that move, climb up and cross the bridges to explore the entire area and collect all the items. Your diligence will be rewarded with a PP Max and a Rock Incense.



Route 2 • Viridian Forest

Story

Route 2 is the winding way that connects Pewter City and Viridian City. Viridian Forest covers the middle of the route and provides a habitat for many different species of Bug-type Pokémon. From here, you'll head north to Pewter City.

Field Moves Needed

Cut

Route 2



Items

- ☐ Blue Flute
- ☐ Carbos
- ☐ Dire Hit
- ☐ Elixir
- ☐ Leaf Stone
- ☐ Nugget
- ☐ Pnk Apricorn
- ☐ Sacred Ash
- ☐ TM77 Psych Up



Pikachu
Electric
ABILITY
● Static

Route 2 (Pewter City side)

Tall Grass

Pokémon	M	A	N
Ariados ●	×	×	△
Beedrill ◆	○	×	△
Butterfree ●	○	○	×
Caterpie ●	◎	◎	×
Hoothoot	×	×	◎
Kakuna ◆	○	○	○
Ledian ◆	△	×	×
Ledyba ◆	◎	△	×
Metapod ●	○	×	×
Noctowl	×	×	○
Pidgeotto ●	△	△	×
Pidgeotto ◆	×	△	×
Pidgey ●	◎	◎	×
Pidgey ◆	○	◎	×
Spinarak ●	△	×	◎
Weedle ◆	○	◎	○

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Pineco	◎
Spinarak ●	◎
Wurmple	○

Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

Route 2 (Viridian City side)

Tall Grass

Pokémon	M	A	N
Ariados ●	×	×	△
Beedrill ◆	○	×	△
Butterfree ●	○	×	×
Caterpie ●	◎	◎	×
Hoothoot	×	×	◎
Kakuna ◆	○	○	○
Ledian ◆	△	×	×
Ledyba ◆	◎	△	×
Metapod ●	○	○	×
Noctowl	×	×	○
Pidgeotto ●	△	△	×
Pidgeotto ◆	×	△	×
Pidgey ●	◎	◎	×
Pidgey ◆	○	◎	×
Spinarak ●	△	×	◎
Weedle ◆	○	◎	○

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Pineco	◎
Spinarak ●	◎
Wurmple	○

Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

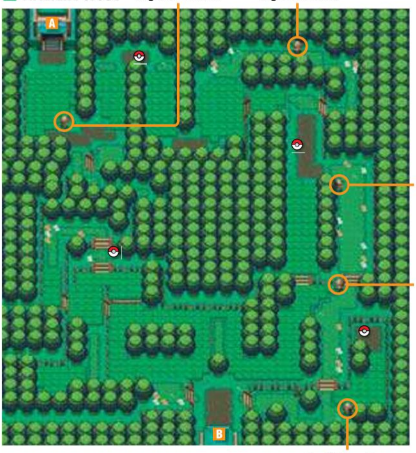


Ariados
Bug | Poison
ABILITIES
● Swarm
● Insomnia



Ledian
Bug | Flying
ABILITIES
● Swarm
● Early Bird

Viridian Forest



Viridian Forest

Tall Grass

Pokémon	M	A	N
Beedrill ◆	◯	×	×
Butterfree ●	◯	×	×
Caterpie ●	◎	◎	×
Hoothoot	×	×	◎
Kakuna ◆	◎	◎	×
Metapod ●	◎	◎	×
Noctowl	×	×	◯
Pidgeotto	△	△	×
Pidgey	◯	◯	×
Pikachu	△	△	△
Weedle ◆	◎	◎	×

Headbutt

Pokémon	
Ariados ●	◯
Hoothoot	◎
Ledian ◆	◯
Ledyba ◆	◯
Noctowl	△
Seedot ●	◎
Seedot ◆	△
Shroomish ●	△
Shroomish ◆	◎
Spinarak ●	◯

♪ Hoenn Sound (Wednesday)

Pokémon	
Spoink	Numel

♪ Sinnoh Sound (Thursday)

Pokémon	
Budew	Carnivine

Step 1 Head north to Pewter City

You emerge from DIGLETT's Cave onto Route 2, which continues to the south. But you've got business up north in Pewter City, so head that way first. You'll take the southern route later, once it's time to visit Viridian City. For now, go west from the DIGLETT's Cave exit, Cut down a tree, and head north.



A man and the Nugget

There's a house south of DIGLETT's Cave, and the man inside will give you the Nugget. He wants you to make good use of it.

After exploring Mt. Moon — Inside the gate, the assistant gives you the Sacred Ash

Talk to the assistant inside the gate south of DIGLETT's Cave and he'll give you the Sacred Ash. This item has been entrusted to you by Professor Oak, who's waiting for you at his lab in Pallet Town.



After exploring Mt. Moon — Cross the Viridian Forest

To get to Viridian City, enter the gate on the north side of Viridian Forest. You can battle Trainers and gather items on your way, then pick up Route 2 south of the forest.



On the road to Viridian City

You don't even have to cross Viridian Forest to get from Pewter City to Viridian City. To take a shortcut, just head south from the exit of DIGLETT's Cave.

After exploring Mt. Moon — Head south to Viridian City

Exit Viridian Forest onto Route 2 and head south towards Viridian City, your next destination (p. 70). You can avoid the patches of tall grass by jumping down from the ledges.



Find items with the Dowsing MCHN

The trees of Viridian Forest create a thick shade and lots of Trainers have lost items in the gloom. Try using the Dowsing MCHN to locate some of that hidden loot.

Pewter City

Story

Pewter City is a quiet city, surrounded on all sides by thick trees, steep mountains, and rocks. Speaking of rocks, the Pewter Museum of Science can restore ancient Fossils into live Pokémon. The museum is currently showing a major exhibition, so admission is free.

Field Moves Needed

Rock Smash



Items

First visit
- ☐ Blu Apricorn
- ☐ Rainbow Wing (*Pokémon SoulSilver*)
- ☐ Silver Wing (*Pokémon HeartGold*)
- ☐ Wht Apricorn
- ☐ Wise Glasses

After beating the Pewter Gym
- ☐ Boulder Badge
- ☐ TM80 Rock Slide

Poké Mart (far counter)

Item	Price
Nest Ball	1,000
Quick Ball	1,000
Steel Mail	50

Two trees at the back of the fenced area off Route 2

Headbutt

Pokémon	
Starly	◎
Wurmple	◎

Other trees

Headbutt

Pokémon	
Hoothoot	◎
Pineco	◎
Wurmple	○

Step 1 It's time to earn your wings

Talk to the old man on the hill next to the Poké Mart, and he'll give you either the Silver Wing (in *Pokémon HeartGold Version*) or the Rainbow Wing (in *Pokémon SoulSilver Version*). Now you can catch Lugia or Ho-Oh, whichever one you couldn't encounter before entering the Hall of Fame.



Go catch Lugia or Ho-Oh

Once you have the Silver Wing or Rainbow Wing, you're ready to encounter Lugia or Ho-Oh. Head for Johto and either the Whirl Islands (*Pokémon HeartGold*, p. 63) or the Bell Tower (*Pokémon SoulSilver*, p. 64).

Step 2 Visit the Pewter Museum of Science

There's a lot to see at the Pewter Museum of Science, so take time to study the exhibits. At the counter on the right is a man who can restore Fossils into real, live Pokémon. So once you find a Fossil, bring it straight to him.



Time to excavate some Pokémon Fossils

To find Fossils you can restore into Pokémon, look in the Johto region. More specifically, look in the Ruins of Alph and the Cliff Cave. Use HM Rock Smash to break open rocks in these areas (p. 493).

Step 3 Take on the Pewter Gym

Don't forget, you're also here to get your 14th Gym Badge. Go to the Pokémon Gym on the west side of town and challenge Gym Leader Brock to a battle. Brock uses Rock-type Pokémon, and their Rock-type moves pack a punch. Don't let your guard down!



After beating the Pewter Gym — Head east for Mt. Moon

There are stories going around about the Clefairy on Mt. Moon, east of the city. To see for yourself, head east onto Route 3 (p. 65) and keep going in that direction until you reach Mt. Moon.





Gym Battle 14 Pewter Gym



Pewter Gym Leader

Brock

● *Rock-type Pokémon User*

● Brock's Pokémon

Pokémon	Level	Type	Type
Graveler ♂	Lv. 51	Rock	Ground
Omastar ♂	Lv. 53	Rock	Water
Rhyhorn ♂	Lv. 51	Ground	Rock
Onix ♂	Lv. 54	Rock	Ground
Kabutops ♂	Lv. 52	Rock	Water

Break out your Water- and Grass-type moves

The layout here is simple: walk straight ahead and challenge Brock. Many of his Pokémon know Rock Slide, a move that can make your Pokémon flinch. You can still achieve a swift victory by using supereffective moves to do quadruple damage. Use Water-type moves against Graveler, Rhyhorn, and Onix, or Grass-type moves against Omastar and Kabutops. Once you win, Brock gives you the Boulder Badge and TM80 Rock Slide.



Boulder Badge

TM received

TM80 Rock Slide
Has a 30% chance of making the foe flinch (foe cannot use moves during that turn).

To Contents



Catch Lugia in Johto's Whirl Islands

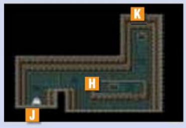
Use Fly to return to Cianwood City

From Cianwood City in Johto, use Surf to travel east and use Whirlpool to cross the whirlpool. Once you enter the Whirl Islands, you'll also need Flash to light the inside of the cave. Talk to the man at the entrance to the Waterfall Basin and he'll let you inside for the main event.*

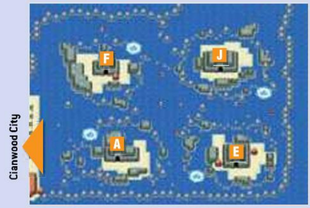
1F 3



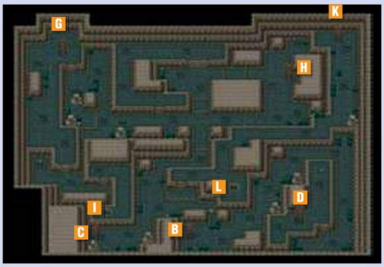
1F 4



Route 41



B1F



Entrance to Waterfall Basin



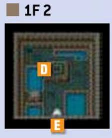
Waterfall Basin 1



Waterfall Basin 2



1F 2



1F 1



Catch Lugia!

Once the battle starts, use Electric- or Ice-type moves to get Lugia's HP down to a manageable amount. Grass- or Psychic-type moves only do half damage, so use them to further weaken Lugia for capture. Since you're in a cave, the Dark Ball should work nicely here.

Lugia Lv. 70

Psychic | Flying

ABILITY ● Pressure

MOVES ● AncientPower
Aeroblast
Safeguard
Punishment



*When flying between the Kanto and Johto regions, you'll have to make a stopover at the Indigo Plateau or Victory Road.

To Contents



Catch Ho-Oh at Johto's Bell Tower

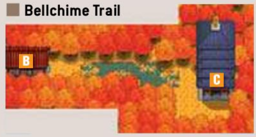
Use Fly to jet back to Ecruteak City

Return to Ecruteak City in Johto and enter the Barrier Station on the north side of town. From there, follow Bellchime Trail to reach the Bell Tower at the other end. Talk to the man near the ladder on Bell Tower 1F to ascend the tower. You'll use ladders and warp panels to continue up to the roof.*

Barrier Station B1F



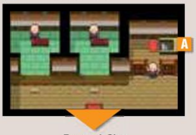
Bellchime Trail



Roof



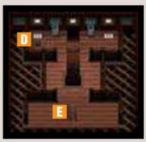
Barrier Station 1F



1F



2F



3F



4F



5F



6F



7F



8F



9F



10F





Catch Ho-Oh!

Ho-Oh Lv. 70

Fire | Flying

ABILITY ● Pressure

MOVES ● AncientPower
Sacred Fire
Safeguard
Punishment

Start off by cutting Ho-Oh's HP down to size by using Water- or Electric-type moves, which do double damage. Then gradually lower its HP with Fire-, Grass-, Fighting-, Bug-, or Steel-type moves, which will do anywhere from half to quarter their normal damage.



*When flying between the Kanto and Johto regions, you'll have to make a stopover at the Indigo Plateau or Victory Road.

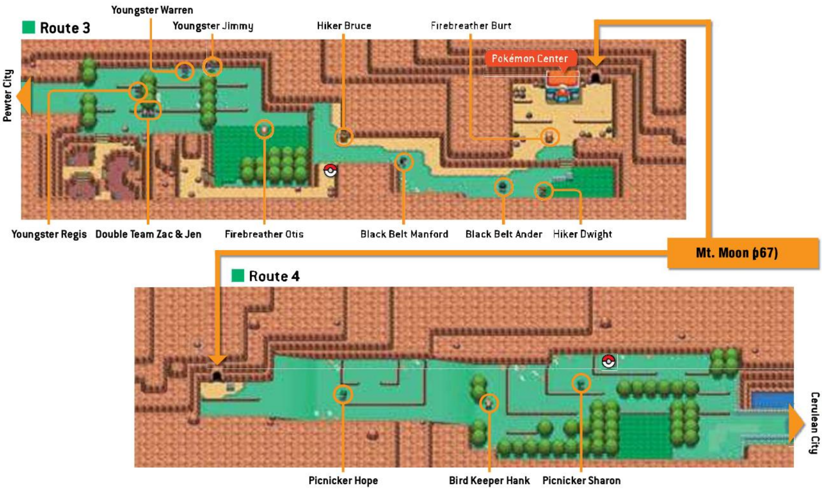
Routes 3 and 4

Story

Route 3 is a path peppered with craters caused by unidentified falling rocks. In fact, by the west entrance of the route are meteorites that emit a strange energy. Route 3 leads east to Mt. Moon, and further east of that are the gentle hills of Route 4.

Field Moves Needed

Rock Smash | Surf



Items

- ☐ Big Root
- ☐ HP Up

Route 3

Tall Grass

Pokémon	M	A	N
Arbok ◆	△	△	△
Ekans ◆	○	○	○
Jigglypuff	○	○	○
Rattata	◎	◎	◎
Spearow	◎	◎	×
Zubat	×	×	◎

Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

Sinnoh Sound (Thursday)

Pokémon	
Shinx	—

Route 4

Tall Grass

Pokémon	M	A	N
Arbok ◆	△	△	△
Ekans ◆	○	○	○
Jigglypuff	○	○	○
Rattata	◎	◎	◎
Spearow ●	◎	◎	◎
Spearow ◆	◎	◎	×
Zubat	×	×	◎

Hoenn Sound (Wednesday)

Pokémon	
Whismur	Linoone

Sinnoh Sound (Thursday)

Pokémon	
Buizel	Bidoof

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Magikarp	◎	◎	◎
Super	Goldeen	◎	◎	◎
	Magikarp	○	○	○
	Seaking	○	○	○

Water Surface

Pokémon	
Goldeen	◎
Seaking	○

Route 3 and 4

Headbutt

Pokémon	
Hoothoot	◎
Pineco	◎
Wurmple	○



Pineco
Bug
ABILITY
● Sturdy

Step 1 Inspect the meteorites

There are meteorites just south of where Route 3 meets Pewter City. If you examine one of them while Deoxys is in your party, Deoxys will change into another one of its four Formes (p. 86).



How to get Deoxys

Deoxys is a rare Pokémon only available through special distribution events (p. 391). If you have it in *Pokémon Diamond* or *Pearl version*, you can trade it to *Pokémon HeartGold* or *SoulSilver Version*.

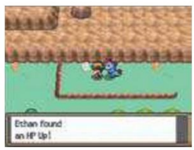
Step 2 Head east for Mt. Moon

Head east along Route 3 until you come to a Pokémon Center. Just east of it, you'll see the entrance to Mt. Moon. Heal your team at the Pokémon Center, then go explore the mountain.



After visiting Mt. Moon — Cover all of Route 4

You'll exit Mt. Moon through a different entrance than the one you came in through, putting you out on Route 4. There are three Trainers to battle and items to collect as you follow the route east.



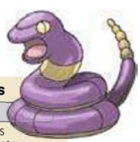
After visiting Mt. Moon — Return to Pewter City and head for Viridian City

Once you've seen all of Route 4, you're done with the northern Kanto region. Head south to Pewter City, because you're going to Viridian City next. Fly back to Pewter City, and from there you'll take Route 2 south (p. 60).



East of Route 4 is Cerulean City

Take Route 4 all the way east and you'll end up in Cerulean City. But since you've already covered the eastern part of Kanto, including Cerulean City and Saffron City, it's time to tackle the towns to the west.



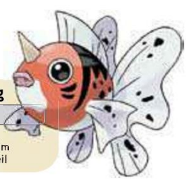
Ekans
Poison
ABILITIES
- Intimidate
- Shed Skin



Wurmple
Bug
ABILITY
- Shield Dust



Jigglypuff
Normal
ABILITY
- Cute Charm



Seaking
Water
ABILITIES
- Swift Swim
- Water Veil

Mt. Moon

Story

Clefairy have been seen on Mt. Moon, and it's said that meteorites with strange powers have landed here, too. There's a little store in the clearing, open during the morning and afternoon.

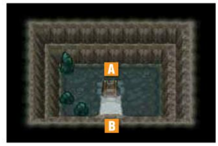
Field Moves Needed

Surf

1F



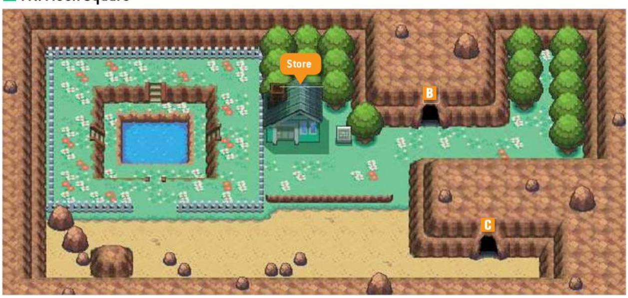
2F 1



2F 2



Mt. Moon Square





Clefairy

Normal

ABILITIES
- Cute Charm
- Magic Guard

Items

- Monday between 8 P.M. and 4 A.M.
- ☐ Moon Stone

Store (closed at night)

Item	Price
Fresh Water	200
Heart Mail	50
Lemonade	350
Poké Doll	1,000
Repel	350
Soda Pop	300

1F・2F1・2F2

Indoors

Pokémon	M	A	N
Clefairy	△	△	△
Geodude	◎	◎	◎
Paras	○	○	○
Sandshrew ●	○	○	○
Sandslash ●	△	△	△
Zubat	◎	◎	◎

Hoenn Sound (Wednesday)

Pokémon	
Absol	Makuhita

Sinnoh Sound (Thursday)

Pokémon	
Bronzor	Chingling

Mt. Moon Square

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
Good	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
Super	Poliwag	◎	◎	◎

Water Surface

Pokémon	
Magikarp	◎
Poliwag	◎

Mt. Moon Square (Monday nights)

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	○	○	○
	Poliwag	◎	◎	◎
Good	Magikarp	○	○	○
	Poliwag	◎	◎	◎
Super	Magikarp	○	○	◎
	Poliwag	◎	◎	◎

Water Surface

Pokémon	
Poliwag	◎

Step 1 Your rival ambushes you near the entrance

When you enter Mt. Moon from Route 3, your rival runs up to you. This is the first time you've seen him since you entered the Hall of Fame. Even though he finally acknowledges your skill, he still wants to battle you. Time for round six!



Still more rival battles ahead

Even after all the times you beat him, the rivalry isn't over! Your rival is slowly learning to care about Pokémon, and you can battle him again in the Johto region. See the facing page for details.



Rival battle! 6

Two of his Pokémon have evolved since your Victory Road battle, back before the Hall of Fame. His team's level has increased by 9–11 levels, too.

If you chose Chikorita

Pokémon	Level	Type	
Sneasel ♂	Lv. 46	Dark	Ice
Golbat ♂	Lv. 47	Poison	Flying
Magneton	Lv. 46	Electric	Steel
Gengar ♂	Lv. 48	Ghost	Poison
Alakazam ♂	Lv. 48	Psychic	
Typhlosion ♂	Lv. 50	Fire	

If you chose Cyndaquil

Pokémon	Level	Type	
Sneasel ♂	Lv. 46	Dark	Ice
Golbat ♂	Lv. 47	Poison	Flying
Magneton	Lv. 46	Electric	Steel
Gengar ♂	Lv. 48	Ghost	Poison
Alakazam ♂	Lv. 48	Psychic	
Feraligatr ♂	Lv. 50	Water	

If you chose Totodile

Pokémon	Level	Type	
Sneasel ♂	Lv. 46	Dark	Ice
Golbat ♂	Lv. 47	Poison	Flying
Magneton	Lv. 46	Electric	Steel
Gengar ♂	Lv. 48	Ghost	Poison
Alakazam ♂	Lv. 48	Psychic	
Meganium ♂	Lv. 50	Grass	

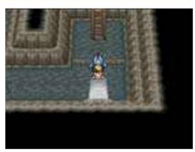
Step 2 See the Clefairy dance on Mondays

Visit the clearing on Monday between 8 P.M. and 4 A.M. to see Clefairy dance around the pond. They'll run away as soon as they see you, leaving behind a Moon Stone.



Step 3 Take Route 4

Once you've seen all of Mt. Moon, go out through the east entrance—the opposite of the way you came in. You'll emerge onto Route 4 (p. 66). Follow it east.



The Rivalry Continues back in the Johto Region

Join your rival for a Tag Battle at the Dragon's Den in Blackthorn City!

Once you've battled your rival at Mt. Moon, head back to Blackthorn City in Johto. Enter the Dragon's Den north of town, where you'll see your rival doing meditation training inside the shrine. If you stop to talk to him, Lance and Clair appear. Team up with your rival to take them on in a Tag Battle.



Fly to Blackthorn City and enter the Dragon's Den.



Talk to your rival and you'll end up teaming up to battle.



Tag Battle with Champion Lance and Gym Leader Clair!

So what works here? Electric-type moves are super effective against Gyarados and Charizard. Ice-type moves work well against Dragonite. And as for Kingdra, Dragon-type moves are its only weakness.

Lance's Pokémon	Level	Type	Type
Gyarados ♂	Lv. 68	Water	Flying
Charizard ♂	Lv. 68	Fire	Flying
Dragonite ♂	Lv. 75	Dragon	Flying
Clair's Pokémon			
Dragonair ♀	Lv. 52	Dragon	
Kingdra ♀	Lv. 56	Water	Dragon
Dragonite ♀	Lv. 60	Dragon	Flying

Every Monday and Wednesday, battle at the Pokémon League Reception Gate on Route 26

After you and your rival win the Tag Battle, you can battle him every Monday and Wednesday. Fly to Victory Road and go up the stairs in the middle of the Pokémon League Reception Gate. Your rival will show up and challenge you.



Enter the Pokémon League Reception Gate.



As you head for the stairs, your rival chases you down.



Rival battle! 7

Since your battle on Mt. Moon, his Golbat has evolved into Crobat, and all of his Pokémon have gained 8–11 levels.

If you chose Chikorita

Pokémon	Level	Type	Type
Sneasel ♂	Lv. 55	Dark	Ice
Crobat ♂	Lv. 58	Poison	Flying
Magneton	Lv. 55	Electric	Steel
Gengar ♂	Lv. 56	Ghost	Poison
Alakazam ♂	Lv. 56	Psychic	
Typhlosion ♂	Lv. 60	Fire	

If you chose Cyndaquil

Pokémon	Level	Type	Type
Sneasel ♂	Lv. 55	Dark	Ice
Crobat ♂	Lv. 58	Poison	Flying
Magneton	Lv. 55	Electric	Steel
Gengar ♂	Lv. 56	Ghost	Poison
Alakazam ♂	Lv. 56	Psychic	
Feraligatr ♂	Lv. 60	Water	

If you chose Totodile

Pokémon	Level	Type	Type
Sneasel ♂	Lv. 55	Dark	Ice
Crobat ♂	Lv. 58	Poison	Flying
Magneton	Lv. 55	Electric	Steel
Gengar ♂	Lv. 56	Ghost	Poison
Alakazam ♂	Lv. 56	Psychic	
Meganium ♂	Lv. 60	Grass	

Viridian City

Story

Viridian City is a beautiful city surrounded by trees and shaded with green, as if cut from the same cloth as the forest itself. Aside from the Pokémon Gym, you can challenge Pokémon Trainers every day at the Trainer House.

Field Moves Needed

Cut · Surf



Items

- First visit
  - ☐ TM85 Dream Eater
- After beating the Viridian Gym
  - ☐ Earth Badge
  - ☐ TM92 Trick Room

Poké Mart (far counter)

Item	Price
Steel Mail	50
Heal Ball	300
Net Ball	1,000

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Pineco	◎
Spinarak ●	◎
Wurmple	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Poliwag	○	○	○
Good	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
Super	Magikarp	○	○	○
	Poliwag	◎	◎	◎

Water Surface

Pokémon	
Poliwag	◎
Poliwhirl	○

Step 1 Have fun battling at the Trainer House

Each day, you can have one battle in the Trainer House basement. Any Pokémon above Lv. 50 will temporarily revert to their Lv. 50 stats, and you can't use items. Instead of Experience Points, you'll earn BP (Battle Points) for winning.

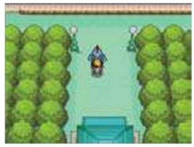


The lights are on but nobody's home

During your first visit to Viridian City, an old man is blocking the doors to the Pokémon Gym. The Gym Leader is out of town. You'll have to beat the Cinnabar Gym and then come back.

Step 2 Head south to Cinnabar Island

You're headed for Cinnabar Island, but there's a worrying rumor at the Viridian City Pokémon Center: Doesn't Cinnabar Island have a Gym anymore? You'll have to find out for yourself, so head south from the city and onto Route 1 (p. 73).



After talking to Blue — Take on the Viridian Gym

OK, so you defeated Blaine at the Cinnabar Gym and talked to Blue on Cinnabar Island—now you can finally take on the Viridian Gym. The old man in front of the door will stand aside to let you through. Go inside whenever you're ready.



From Seafoam back to Cinnabar

Once you've defeated Blaine at the Cinnabar Gym in the Seafoam Islands, return to Cinnabar Island and talk to Blue. Otherwise, you won't be able to challenge the Viridian Gym.

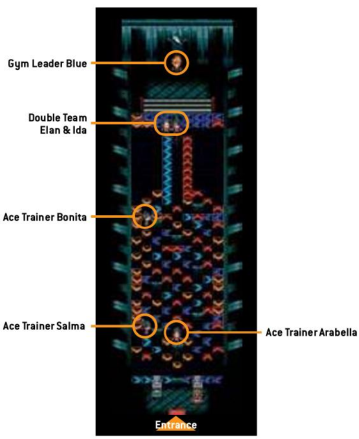
After beating the Viridian Gym — Professor Oak gives you a call

Professor Oak calls you as you leave the Viridian Gym, fresh from defeating Gym Leader Blue. The professor has a present for you, so Fly back to Pallet Town to see what it is (p. 75).



Route 22 leads westward

Once you've collected all 16 Gym Badges and cleared the Cerulean Cave, Fly back to Viridian City. From there, take Route 22 to reach Mt. Silver (p. 87).



Gym Battle 16 Viridian Gym



Viridian Gym Leader

Blue

● *Versatile Pokémon User*

● **Blue's Pokémon**

Pokémon	Lv.	Type	
Exeggutor ♂	Lv. 55	Grass	Psychic
Rhydon ♂	Lv. 58	Ground	Rock
Machamp ♂	Lv. 56	Fighting	
Gyarados ♂	Lv. 52	Water	Flying
Arcanine ♂	Lv. 58	Fire	
Pidgeot ♂	Lv. 60	Normal	Flying

Rely on Flying-, Water-, or Electric-type moves

Each of the arrow tiles inside this Gym carries you in the same direction as the arrow. Once you reach Blue, look out for his Exeggutor's Trick Room—it won't have much effect if you use moves that always attack first. Blue's Arcanine uses Roar to force you to switch Pokémon, so hit its weaknesses and defeat it before it throws off your strategy. Your prizes for winning are the Earth Badge and TM92 Trick Room.

Earth Badge
- Lets you use Rock Climb in the field.

TM received — **TM92 Trick Room**
For five turns, the slowest Pokémon strikes first.

To Contents



Return to Rematch Johto's Elite Four and Champion

Once you have every Gym Badge, their Pokémon are more powerful than ever

After you beat the Viridian Gym, the Pokémon League gets a whole lot tougher. If you go back to battle Johto's Elite Four and Champion, you'll find that their teams have leveled up and now include Pokémon from other regions.





Elite Four Battle 1 — vs Will

● Will's Pokémon

Pokémon	Level	Type	
Bronzong	Lv. 58	Steel	Psychic
Jynx ♀	Lv. 60	Ice	Psychic
Grumpig ♀	Lv. 59	Psychic	
Slowbro ♀	Lv. 60	Water	Psychic
Gardevoir ♀	Lv. 61	Psychic	
Xatu ♀	Lv. 62	Psychic	Flying

Elite Four Battle 2 — vs Koga

● Koga's Pokémon

Pokémon	Level	Type	
Skuntank ♂	Lv. 61	Poison	Dark
Venomoth ♂	Lv. 63	Bug	Poison
Toxicroak ♂	Lv. 60	Poison	Fighting
Crobat ♂	Lv. 64	Poison	Flying
Swalot ♂	Lv. 62	Poison	
Muk ♂	Lv. 62	Poison	

Elite Four Battle 3 — vs Bruno

● Bruno's Pokémon

Pokémon	Level	Type	
Hitmontop ♂	Lv. 62	Fighting	
Machamp ♂	Lv. 64	Fighting	
Lucario ♂	Lv. 64	Fighting	Steel
Hitmonlee ♂	Lv. 61	Fighting	
Hitmonchan ♂	Lv. 61	Fighting	
Hariyama ♂	Lv. 62	Fighting	

Elite Four Battle 4 — vs Karen

● Karen's Pokémon

Pokémon	Level	Type	
Weavile ♀	Lv. 62	Dark	Ice
Spiritomb ♀	Lv. 62	Ghost	Dark
Honchkrow ♀	Lv. 64	Dark	Flying
Umbreon ♂	Lv. 64	Dark	
Houndoom ♀	Lv. 63	Dark	Fire
Absol ♀	Lv. 62	Dark	

Champion Battle — vs Lance

● Lance's Pokémon

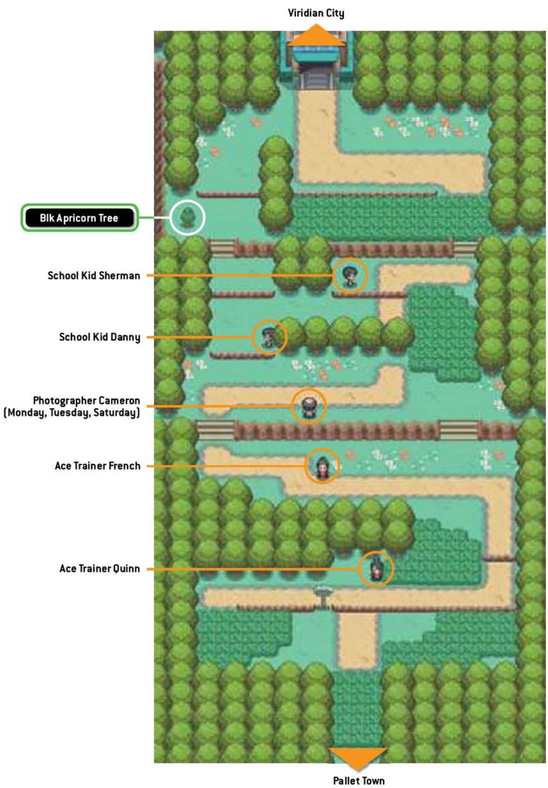
Pokémon	Level	Type	
Salamence ♂	Lv. 72	Dragon	Flying
Altaria ♂	Lv. 73	Dragon	Flying
Dragonite ♂	Lv. 75	Dragon	Flying
Gyarados ♂	Lv. 68	Water	Flying
Garchomp ♂	Lv. 72	Dragon	Ground
Charizard ♂	Lv. 68	Fire	Flying



Route 1

Story

Green and rural, Route 1 has a backcountry feel that reminds you of simpler times. If you want to, you can use ledges to bypass the fields of tall grass as you travel from Viridian City to Pallet Town.



Items

- ☐ Blk Apricorn

Tall Grass

Pokémon	M	A	N
Furret	△	△	×
Hoothoot	×	×	◎
Pidgey	◎	◎	×
Rattata	◎	◎	◎
Sentret	○	○	×

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Pineco	◎
Spinarak ●	◎
Wurmple	○

Hoenn Sound (Wednesday)

Pokémon	
Plusle	Minun

Sinnoh Sound (Thursday)

Pokémon	
Shinx	—



Step 1 Head south to Pallet Town

Head south from Viridian City, on through Pallet Town, and you'll eventually arrive at Cinnabar Island. The first step is to take Route 1 south to Pallet Town. Give your Pokémon a workout by battling the four Trainers along the way.



Pallet Town

Story

This tiny town doesn't have a Pokémon Center or even a Poké Mart. But it does have a Pokémon Research Lab run by Professor Oak, the renowned Pokémon expert.

Field Moves Needed

Surf



Items

After beating the Viridian Gym

- ☐ HM08 Rock Climb

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Pineco	◎
Spinarak ●	◎
Wurmple	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Tentacool	○	○	○
Good	Chinchou	○	○	○
	Magikarp	◎	◎	◎
	Shellder	○	○	○
	Tentacool	◎	◎	◎
Super	Chinchou	◎	◎	◎
	Lanturn	○	○	○
	Shellder	◎	◎	◎
	Tentacruel	○	○	○

Water Surface

Pokémon	
Tentacool	◎
Tentacruel	○

Step 1 Get your Pokémon groomed at Blue's house

Blue isn't home, but his sister Daisy is always around. If you visit her between 3 P.M. and 4 P.M., she'll groom one of your Pokémon, raising its friendship, beauty, and sheen. Check the time and be sure to pay her a visit.



Get a daily grooming

After Daisy has groomed your Pokémon at least seven times, she'll give you Blue's phone number. That way, you can have a rematch with Blue after you've won all 16 Badges (p. 26).

Step 2 Visit Red's house

Red's mother is at home, but Red is out traveling. She's been tending an empty nest for a while now. You can meet Red himself on Mt. Silver (p. 90). This is going to be exciting!

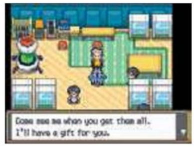


Red is the young hero from three years ago

Who's Red? Oh, just a boy who broke up Team Rocket and restored peace to the Kanto region three years ago, that's all. He still hasn't stopped traveling and seeking more experience.

Step 3 Say hello to Professor Oak

Visit Professor Oak's lab and greet the professor. He has a present for you, but you have to earn all the Kanto Gym Badges first. Once you're ready, come back and see him.



Read an email from Professor Elm

Check Professor Oak's PC to read an email from Professor Elm. Elm seems pleased for you and all you've accomplished in Kanto.

Step 4 Professor Oak rates your Pokédex

Talk to Professor Oak, and he'll rate your Pokédex, telling you how close your Pokémon tally is to completion. You can also use your Pokégear to have him rate it over the phone.



Step 5 Head south to Cinnabar Island

Your next stop, Cinnabar Island, is south of Pallet Town. Surf along the canal on the south side of town. It will lead you south to Route 21 (p. 76).



No rest for the weary

Pallet Town doesn't have any places to heal Pokémon or buy items. If you want to make preparations before heading south, Fly to another town.



After beating the Viridian Gym — Professor Oak gives you HM Rock Climb

Talk to Professor Oak after you've defeated Blue at the Viridian Gym. He'll give you HM08 Rock Climb. By teaching this move to your Pokémon, you'll be able to climb rough, rocky slopes.



You may now enter Mt. Silver

Once you've received HM Rock Climb, Professor Oak also gives you permission to enter Mt. Silver. The mountain is closed to the public because the place is too dangerous for the average Trainer.

After beating the Viridian Gym — Take on the powerful Pokémon in Cerulean Cave

You've won all the Kanto Badges, so now it's time to enter the Cerulean Cave just outside Cerulean City. They say there's a powerful Pokémon in there. Fly over to Cerulean City and find out (p. 85).



After beating the Viridian Gym — Set out for Mt. Silver

Once you have all the Gym Badges, you have Professor Oak's permission to enter Mt. Silver. That makes you one of only a select few allowed to visit this harsh and forbidding mountain. Use Fly to return to Viridian City, then take Route 22 west (p. 87).



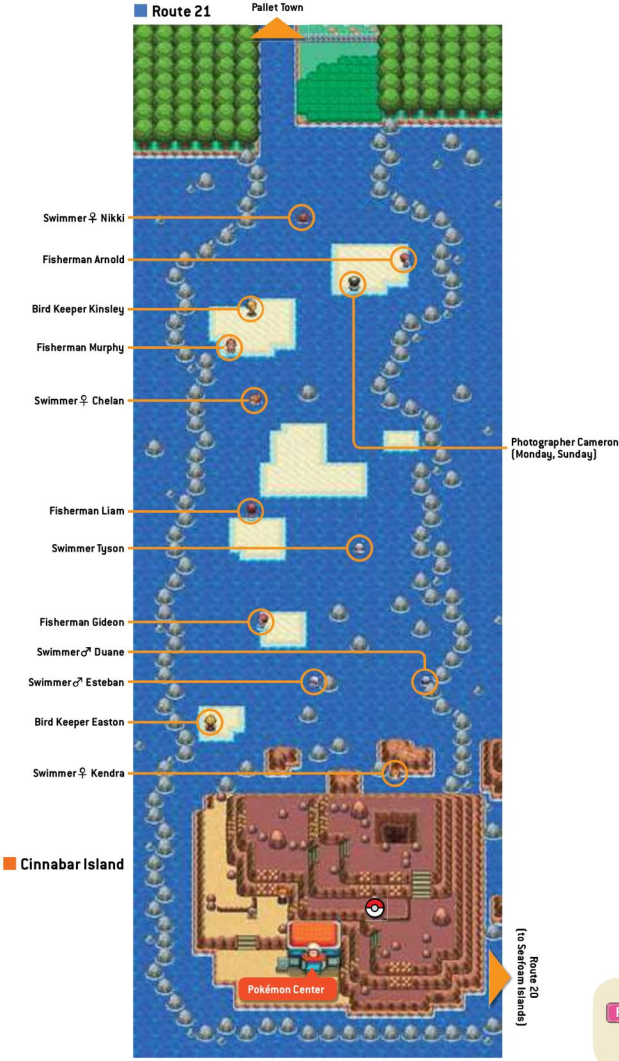
Route 21 • Cinnabar Island

Story

Route 21 is a straight stretch of water, dotted with sandbanks. To the south is Cinnabar Island, but a volcanic eruption has swept everything away except for the Pokémon Center.

Field Moves Needed

Surf | Rock Climb



Items

● After beating the Viridian Gym
- ☐ Magmarizer

Route 21

Tall Grass

Pokémon	M	A	N
Mr. Mime	△	○	△
Tangela	◎	◎	◎

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Spinarak ●	◎
Tangela	○
Wurmple	○

♪ Hoenn Sound (Wednesday)

Pokémon	
Whismur	Linoone

♪ Sinnoh Sound (Thursday)

Pokémon	
Buizel	Bidoof

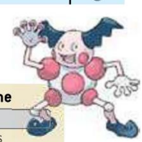
Route 21 • Cinnabar Island

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Tentacool	○	○	○
Good	Chinchou	○	○	○
	Magikarp	◎	◎	◎
	Shellder	○	○	○
	Tentacool	◎	◎	◎
Super	Chinchou	◎	◎	◎
	Lanturn	○	○	○
	Shellder	◎	◎	◎
	Tentacruel	○	○	○

Water Surface

Pokémon	
Tentacool	◎
Tentacruel	○



Mr. Mime

Psychic

ABILITIES
- Soundproof
- Filter

Step 1 Battle Trainers on your way south

Use Surf to follow Route 21 to Cinnabar Island. There are 12 Trainers to battle along the way, so use this opportunity to buff up your Pokémon.



Step 2 Meet the Viridian Gym Leader

Stepping ashore at Cinnabar Island, you'll see a boy north of the Pokémon Center. This is Blue, a former Pokémon League Champion. He's willing to battle once you earn some more Kanto Gym Badges.



Cinnabar Island was swept away by an eruption

A volcanic eruption devastated Cinnabar Island a year ago, and only the Pokémon Center was left standing. Fortunately, all the townspeople were safely evacuated.

Step 3 Head for the Seafoam Islands to find the Gym

A sign in front of the Pokémon Center announces the Cinnabar Gym's relocation to the Seafoam Islands. You can reach these islands by taking Route 20 east (p. 78).



After beating the Cinnabar Gym: Talk to Blue on Cinnabar Island

Talk to Blue again after you've earned seven Kanto Gym Badges. He'll head back to the Viridian Gym, inviting you to battle him there. Fly to Viridian City for your final Gym challenge (p. 71).



Get an item by using Rock Climb

Once you beat the Viridian Gym and can use Rock Climb in the field, come back to Cinnabar Island. You'll be able to obtain the Magmarizer, an essential item for evolving Magmar (p. 190).

Routes 9 and 20

Story

Route 20 stretches to the east, where it meets the Seafoam Islands. At its far eastern end, it connects with Route 19. North of Route 19 is the gateway to Fuchsia City.

Field Moves Needed

Rock Smash, Surf

Items

- ☐ TM55 Brine

Route 20

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Tentacool	○	○	○
Good	Chinchou	○	○	○
	Magikarp	◎	◎	◎
	Shellder	○	○	○
	Tentacool	◎	◎	◎
Super	Chinchou	◎	◎	◎
	Lanturn	○	○	○
	Shellder	◎	◎	◎
	Tentacruel	○	○	○



Shellder

Water

ABILITIES
- Shell Armor
- Skill Link

Route 20



Step 1 Head east to the Seafoam Islands

Surf east from Cinnabar Island. There are seven Trainers along the way, swimming through the water and standing on sandbars. Challenge them on your way to the Seafoam Islands, located on a sandy speck of an island to the east.



Step 2 Enter the Seafoam Islands

Once you reach this glorified sandbar, you'll see the two entrances to the Seafoam Islands. If you're coming from Cinnabar Island, you can only access the eastern entrance. Fortunately, that's the one that leads right to your Cinnabar Gym challenge (p. 82).



Return to Cinnabar Island if your Pokémon are hurt

By the time you're at the entrance to the Seafoam Islands, your Pokémon are sure to be banged up from battling Trainers along the way. Before making any Gym challenges, return to the Pokémon Center at Cinnabar Island and heal your Pokémon.

Route 19

Fishing

Rod	Pokémon	M	A	N
Old	Krabby	○	○	○
	Magikarp	◎	◎	◎
Good	Corsola	○	○	×
	Krabby	◎	◎	◎
	Magikarp	◎	◎	◎
	Staryu	×	×	○
Super	Corsola	◎	◎	×
	Kingler	○	○	○
	Krabby	◎	◎	◎
	Staryu	×	×	◎

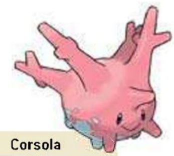
Rock Smash

Pokémon	
Kingler	○
Krabby	△

Routes 19 and 20

Water Surface

Pokémon	
Tentacool	◎
Tentacruel	○

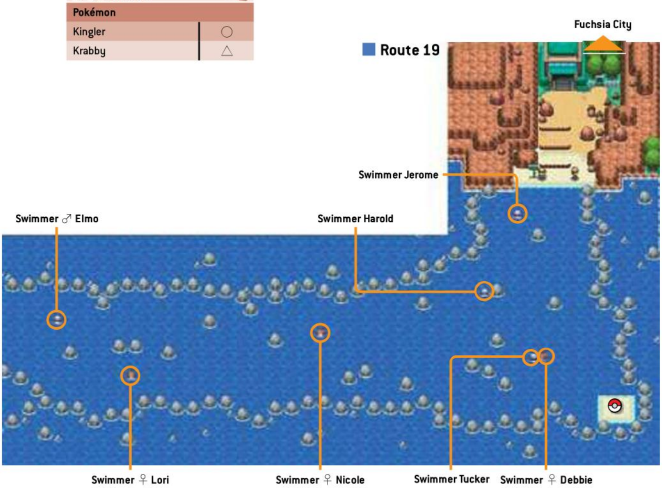


Corsola
Water | Rock
ABILITIES
● Hustle
● Natural Cure



Staryu
Water
ABILITIES
● Illuminate
● Natural Cure

Route 19



After visiting the Seafoam Islands

Swim out east over the waves

Once you've seen all of the Seafoam Islands, leave by the western exit instead of the eastern one by which you originally entered. Now you're on the west side of the Seafoam Islands. Keep paddling east to hit Route 19.



After visiting the Seafoam Islands

Return to Cinnabar Island to see Blue

Explore all of Route 19, battling all the Trainers and collecting all the items. Once you hit dry land, Fuchsia City is on the other side of the gate. You've been there already, so Fly back to Cinnabar Island (p. 77).



Route 19 construction is complete

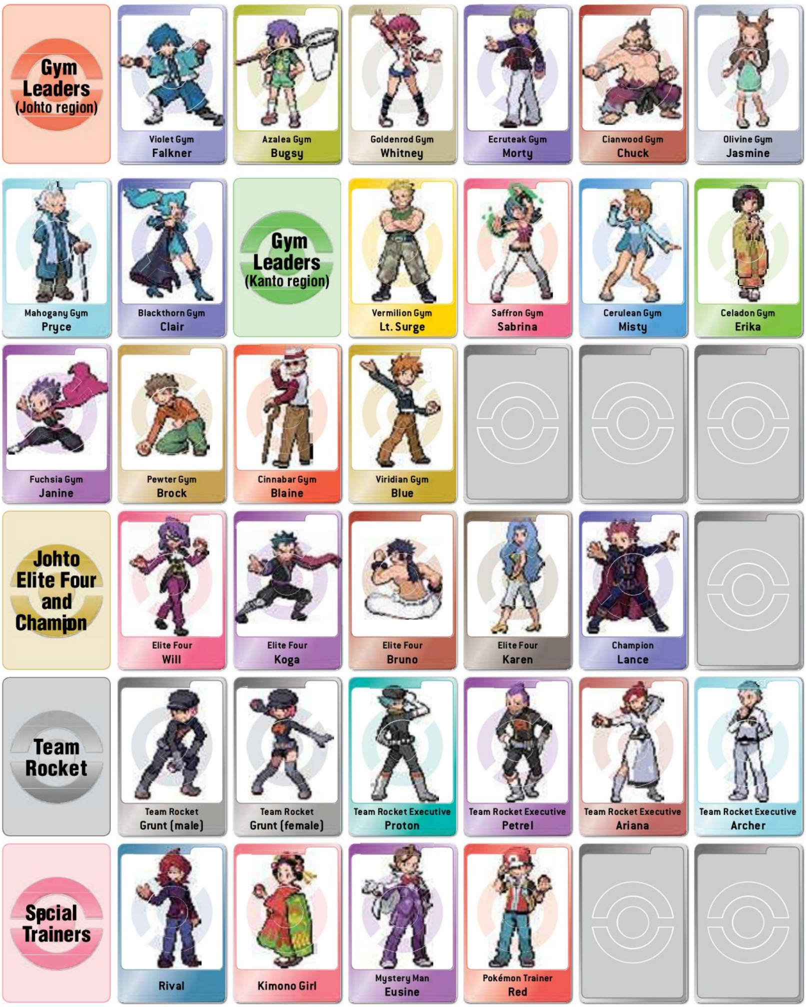
When you were traveling from Fuchsia City to Route 19, the path was blocked by construction. But after you've been to the Seafoam Islands, the construction is completed, and the path to Fuchsia City is clear.

To Contents

Pokémon Trainer Gallery, Part 2

Here's the second part of the Pokémon Trainer Gallery, featuring Gym Leaders and Pokémon League elites from the Johto and Kanto regions. Team Rocket villains and other special Trainers are included here, too.

Remember all the Gym Leaders and Champions you've challenged



Seafoam Islands

Story

This is a pair of small islands that barely peek out above the ocean waters. Take the ladder up to reach the Cinnabar Gym, or take the stairs below to explore an ice-slick cavern that extends four floors down. On B4F, you'll find the Legendary Pokémon Articuno.

Field Moves Needed

Surf · Strength

1F 2



Route 20
(to Fuchsia City)

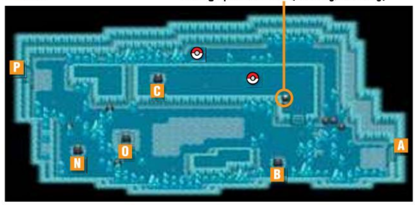
1F 1



Route 20
(to Cinnabar Island)

B1F

Photographer Cameron (Tuesday, Saturday)



1F 1 • 2

Cave

Pokémon	M	A	N
Golbat	◎	◎	◎
Golduck	○	○	○
Psyduck	◎	◎	◎
Zubat	◎	◎	◎

B1F・B2F

Cave

Pokémon	M	A	N
Golbat	◎	◎	◎
Golduck	○	○	○
Psyduck	○	○	○
Seel	◎	◎	◎
Zubat	○	○	○

B3F

Cave

Pokémon	M	A	N
Dewgong	○	○	○
Golbat	◎	◎	◎
Golduck	○	○	○
Psyduck	○	○	○
Seel	○	○	○
Zubat	○	○	○

Hoenn Sound (Wednesday)

Pokémon	
Absol	Makuhita

Sinnoh Sound (Thursday)

Pokémon	
Bronzor	Chingling

Items

- First visit
- ☐ Big Pearl
- ☐ Grip Claw
- ☐ Ice Heal
- ☐ Revive
- ☐ TM13 Ice Beam
- ☐ Ultra Ball
- ☐ Water Stone
- After beating the Cinnabar Gym
- ☐ TM50 Overheat
- ☐ Volcano Badge

B4F

Cave

Pokémon	M	A	N
Dewgong	○	○	○
Golbat	◎	◎	◎
Golduck	○	○	○
Jynx	○	○	○
Psyduck	○	○	○
Seel	○	○	○

Fishing

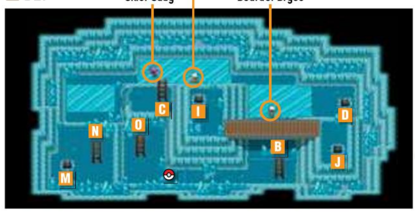
Rod	Pokémon	M	A	N
Old	Krabby	○	○	○
	Magikarp	◎	◎	◎
Good	Horsea	○	○	○
	Krabby	○	○	○
	Magikarp	◎	◎	◎
	Psyduck	◎	◎	◎
Super	Gyarados	◎	◎	◎
	Horsea	◎	◎	◎
	Kingler	○	○	○
	Seadra	○	○	○

Water Surface

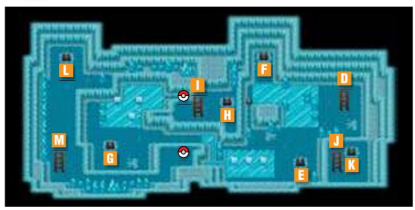
Pokémon	
Horsea	◎
Seel	◎
Slowbro	○

B2F

Boarder Shaun
Skier Cady
Boarder Bryce



B3F



B4F



Step 1 Head on up for your Gym challenge

You have two choices here. A ladder goes up. A staircase goes down. Take the ladder first and challenge the rebuilt Cinnabar Gym, where Gym Leader Blaine specializes in Fire-type Pokémon. Get ready to extinguish his fire.



Step 2 Explore what lies beneath the Seafoam Islands

After the Cinnabar Gym, go back down the ladder to 1F 1, then take the stairs in the northwest corner. Once you arrive on B1F, you'll see multiple ladders going down to the next level. Don't get lost as you explore them all!



Heal up before you head down

Your Pokémon are sure to pick up some injuries during your Cinnabar Gym challenge. Before you explore the caverns beneath the Seafoam Islands, make a quick stop back at Cinnabar Island to visit the Pokémon Center.

Step 3 Use Strength to solve the rock puzzle

You can use Strength to move the stones on B1F. Roll them out of the way so you can reach the ladders down to the next level. Then return to B1F and move the stones so you can go north, because there's an item waiting for you at the back of the cave.



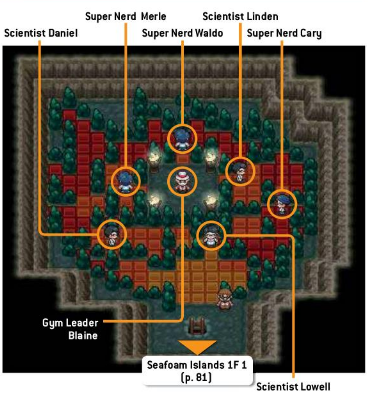
The stones reset whenever you change floors

Any stones moved with Strength will reset to their original positions if you move to another floor. If you roll one into the wrong spot, just take the stairs or ladder to another floor and come back.

Step 4 Use the Trainers to cross the frozen floor

There are areas on B2F where the floor is frozen over. Once you step on these icy patches, you'll slide in that direction until you hit a wall or other obstacle...like, say, a Trainer. Use the Trainers here to brake your movement and cross the ice.





Gym Battle 15 Cinnabar Gym



Cinnabar Gym Leader

Blaine

● *Fire-type Pokémon User*

● **Blaine's Pokémon**

Pokémon	Level	Type	
Magcargo ♂	Lv. 54	Fire	Rock
Magmar ♂	Lv. 54	Fire	
Rapidash ♂	Lv. 59	Fire	

Use Water- and Ground-type moves to put out the Fire-types

When Overheat lowers Magmar's Sp. Attack, its White Herb restores its stats to normal. Magmar can use Sunny Day to change the weather to Sunny, strengthening Fire-type moves. Since Sunny weather also cuts the power of Water-type moves, Ground-type moves might be a more reliable way to hit Blaine's Pokémon where it hurts. Defeat Blaine, and he'll give you the Volcano Badge and TM50 Overheat.



Volcano Badge

TM received

TM50 Overheat
Lowers user's Sp. Attack by 2. If the foe is Frozen, this move also melts the ice.

Step 5 Place the stone so you can cross the floor

On B3F, one of the ladders is blocked by a patch of ice. You can't reach it because there's nothing to halt your slide across the floor—unless you use Strength to roll a stone into place and use it as an obstacle. Before you do that, however, stop and figure out where you'll need to position it.



Ice Beam is a powerful move

You'll find TM13 Ice Beam in the Seafoam Islands. With a Power of 95, this Ice-type move is perfect to use against Dragon-type Pokémon, which otherwise have very few type weaknesses. Don't skate past this item!

Step 6 Move the ice blocks to proceed

To make it from east to west on B3F, you'll need to move three blocks that are sitting on an ice patch. Decide where you need to move the blocks so you can reach the narrow passage to the west, then run into the blocks to bump them into place.



Step 7 Articuno is waiting down on B4F

The Legendary Pokémon Articuno is perched on a platform in the middle of B4F. Examine it to begin a battle, but be careful! You don't want to get hit by its mighty Ice Beam and AncientPower attacks while trying to catch it.



Catch Articuno!

Your initial attacks should be ones that do double damage, like Fire- or Electric-type moves. Then drop its HP a little at a time with Grass- or Bug-type moves that only do half damage. Since you're in a cave, you should be able to capture it with a Dark Ball.

Articuno Lv.50

Ice | Flying

ABILITY ● Pressure

MOVES ● Ice Beam
Reflect
Agility
AncientPower



Step 8 Move the ice blocks to reach an item

On the west side of B3F is a frozen patch with an item on the other side. To reach it, you must carefully reposition the three blocks on the ice. If two blocks touch, they stick together and can no longer be moved. Use this trick to your advantage.





Dewgong

Water | Ice

ABILITIES
● Thick Fat
● Hydration

Step 9 Leave no stone unturned

The Seafoam Islands are a huge cavern that spans four underground levels, so make sure you don't overlook anything as you move between floors. There are plenty of rare and valuable items to be found. Check everywhere to make sure you get them all.

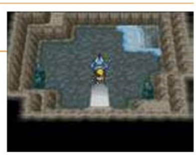


Don't miss the Water Stones

The Water Stone is a Pokémon Evolution item. You'll need several of them to evolve Pokémon for the National Pokédex. This is the only place you'll find one just lying around, so grab it while you can.

Step 10 To leave, take the stairs on the west side of B1F

Once you're sure you've found everything, return to B1F. Use Strength to roll aside a stone and head west. Then take the stairs up to 1F 2. Exit 1F 2 to access the eastern half of Route 20.





Seadra

Water

ABILITIES
● Poison Point
● Sniper

The cave that conceals Mewtwo, the mighty Pokémon of rumor and legend

Cerulean Cave

Story

The path through Cerulean Cave is as twisted as a tangled ball of yarn. It's also pitch-dark inside, so you'll need Flash to see where you're going. If you can reach the back of B1F, Mewtwo, the Genetic Pokémon, is waiting for you.

Field Moves Needed

Flash · Rock Smash · Surf · Rock Climb

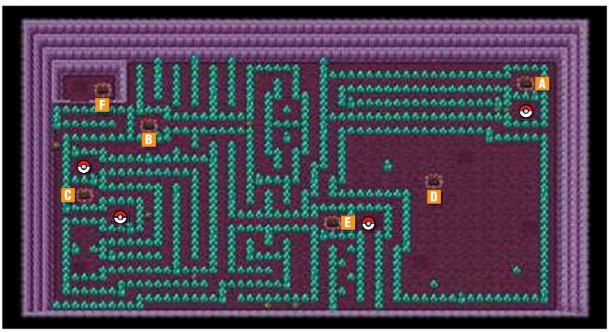
Items

- ☐ Black Sludge
- ☐ Dusk Stone
- ☐ Electirizer
- ☐ Full Restore
- ☐ Max Elixir
- ☐ Max Revive
- ☐ Nugget
- ☐ Odd Incense
- ☐ PP Up
- ☐ Sea Incense
- ☐ TM24 Thunderbolt
- ☐ Ultra Ball x2

1F



2F



B1F



1F

Cave

Pokémon	M	A	N
Ditto	○	○	○
Electrode	△	△	△
Golbat	○	○	◎
Machoke	○	○	△
Magneton	○	○	○
Parasect	○	○	○
Persian ◆	○	○	△
Primeape ●	○	○	△
Wobbuffet	△	△	△

♪ Hoenn Sound (Wednesday)

Pokémon	
Absol	Makuhita

♪ Sinnoh Sound (Thursday)

Pokémon	
Bronzor	Chingling

2F・B1F

Cave

Pokémon	M	A	N
Ditto	○	○	○
Electrode	△	△	△
Golbat	○	○	○
Kadabra	○	○	○
Machoke	○	○	○
Magneton	○	○	○
Parasect	○	○	○
Wobbuffet	△	△	△

1F・B1F

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Magikarp	○	○	○
	Poliwag	◎	◎	◎
Super	Gyarados	◎	◎	◎
	Poliwag	◎	◎	◎
	Poliwhirl	◎	◎	×

Water Surface

Pokémon	
Golduck	○
Psyduck	◎

1F・2F・B1F (all areas)

Rock Smash

Pokémon	
Geodude	○
Graveler	△

Step 1 To get there, Surf from Route 25

Go north of Cerulean City to Route 25. From there, Surf south along the canal until you reach the entrance of Cerulean Cave. Now that there's no longer a man blocking the entrance, you can head inside.



Don't forget your Flash light

The inside of Cerulean Cave is completely dark. You'll need a field move to light up the cave, so make sure at least one of the Pokémon on your team knows Flash.

Step 2 Find Mewtwo on B1F

Pick up items as you go back and forth between 1F and 2F. The ladder down to B1F is located on the west side of 2F. From there, use Surf and Rock Climb to make your way east through B1F, and you'll see Mewtwo waiting for you.



Gather all the items

All the items in Cerulean Cave are rare and valuable, like the Electirizer and the Sea Incense. Explore every inch of the cave to make sure you've found all there is to find.



Catch Mewtwo!



Mewtwo Lv. 70

Psychic

ABILITY ● Pressure

MOVES ● Power Swap
Amnesia
Guard Swap
Psycho Cut

Take a chunk out of its HP by using Bug-, Ghost-, or Dark-type moves at the start, then wear it down with Fighting- or Psychic-type moves. Mewtwo's Psycho Cut move is extremely powerful, so be careful that it doesn't knock you out while you're trying to catch it.

Step 3 Head west from Viridian City

Last stop: the formidable Mt. Silver. Exit the Cerulean Cave and Fly back to Viridian City (p. 70). Go west from there and you'll be on Route 22, which leads to the mountain.



To Contents



Pokémon That Change Form or Forme, Part 1

Some Pokémon can change their forms or Formes under special conditions. It's not an Evolution, so they're still the same kind of Pokémon, but some of these changes alter a Pokémon's type or Ability. Below are four examples: Castform (which changes with the weather), Deoxys, Burmy, and Cherrim.

Pokémon that change form based on weather or location

No. 351 Castform

Its appearance and type depend on the weather conditions

Castform changes to its Sunny Form in Sunny weather, its Rainy Form in Rain weather, and its Snowy Form in Hail weather. Its type changes along with its form (p. 374).



Castform
Normal

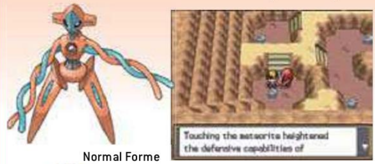


Sunny Form — Fire
Rainy Form — Water
Snowy Form — Ice

No. 386 Deoxys

Changes Forme when you examine the Route 3 meteorites

If you examine the meteorites on Route 3 while Deoxys in your party, it will change into another one of its four Formes (p. 391–393).



Normal Forme



Attack Forme
Defense Forme
Speed Forme

No. 412 Burmy

Changes form based on where it battles

Burmy's cloak changes depending on where it battles. It has a Plant Cloak after battling in tall grass, a Sandy Cloak after battling in a cave or rocky area, and a Trash Cloak after battling inside a building (p. 406).



Plant Cloak
Sandy Cloak
Trash Cloak

● Battle location	● Battle location	● Battle location
Tall grass	Cave or rocky area	Inside building

No. 421 Cherrim

Its form depends on the weather

Cherrim is usually drawn up tight in its Overcast Form. But, in Sunny weather, it blossoms into Sunshine Form and shows its face (p. 411).



Sunshine Form





Overcast Form

Routes 22 and 28

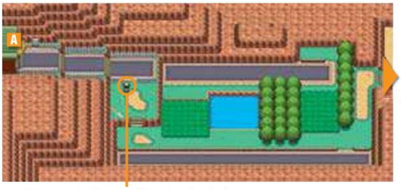
Story

Route 22 is a terraced path that follows the mountain's contours. To the west, it connects to the Pokémon League Reception Gate, which is also accessible through Route 26. Continue west past the Gate, and you'll be on Route 28, the way to Mt. Silver.

Field Moves Needed

Cut | Surf

Route 22



Photographer Cameron (Thursday, Sunday)

Route 28

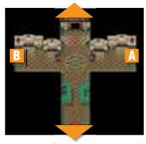


Items

- After passing through Mt. Silver
- ☐ TM35 Flamethrower
- ☐ TM47 Steel Wing

Pokémon League Reception Gate

Victory Road



Route 26 (to New Bark Town)

Route 22

Tall Grass

Pokémon	M	A	N
Doduo	○	○	×
Fearow	△	△	×
Ponyta	△	△	△
Rattata	◎	◎	◎
Spearow	◎	◎	×

Headbutt

Pokémon	
Hoothoot	◎
Ledyba ◆	◎
Pineco	◎
Spinarak ●	◎
Wurmple	○

Route 28

Tall Grass

Pokémon	M	A	N
Dodrio	△	△	×
Doduo	△	△	×
Donphan ●	○	○	○
Ponyta	◎	◎	◎
Rapidash	○	○	○
Sneasel	×	×	○
Tangela	◎	◎	◎
Ursaring ◆	○	○	○

Headbutt

Pokémon	
Aipom	◎
Heracross	◎
Natu	○

Routes 22 and 28

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Poliwag	○	○	○
Good	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
Super	Magikarp	○	○	○
	Poliwag	◎	◎	◎

Water Surface

Pokémon	
Poliwag	◎
Poliwhirl	○

Hoenn Sound (Wednesday)

Pokémon	
Whismur	Linoone

Sinnoh Sound (Thursday)

Pokémon	
Buizel	Bidoof

Step 1 Go west from Viridian City

West of Viridian City is Route 22, a road with no Pokémon Trainers or items to find. Follow it west and enter the Pokémon League Reception Gate.



Step 2 Pass through the Pokémon League Reception Gate

You passed through the Pokémon League Reception Gate on your way to Victory Road and the Hall of Fame. The crossroads leads south to Route 26 and north to Victory Road. Now, however, you can go west through the gate to get to Mt. Silver.



The Reception Gate marks the border between two regions

The Pokémon League Reception Gate is located right where the Johto and Kanto regions meet. When you want to Fly between the two regions, use the Reception Gate or the Indigo Plateau as a stopover point.

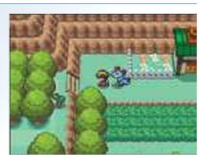
After visiting Mt. Silver — Visit the hidden house

On the other side of the gate is Route 28, but you can't reach the north side of the route from here. To do that, you'll have to head west and enter Mt. Silver, then return to Route 28. Now you can reach the house to the north and get TM47 Steel Wing from the girl inside.



After visiting Mt. Silver — Set out for Mt. Silver again

Once you have the items from Route 28, it's time to take on Mt. Silver for real. The Pokémon there are tough, so don't expect to breeze right through. Assemble your own team of high-powered Pokémon before setting out for the mountain (p. 88).



Mt. Silver

Story

Mt. Silver is a mystical mountain that looms between the Johto and Kanto regions. It's so dangerous that travelers are only allowed inside if they have Professor Oak's permission.

Field Moves Needed

Rock Smash · Surf · Waterfall · Rock Climb

tems

- ☐ Calcium
- ☐ Dawn Stone
- ☐ Escape Rope
- ☐ Expert Belt
- ☐ Full Restore
- ☐ Max Elixir
- ☐ Max Revive
- ☐ Protein
- ☐ Pure Incense
- ☐ Reaper Cloth
- ☐ TM76 Stealth Rock

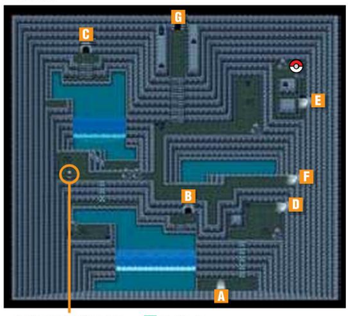
Cave (west chamber)



Cave (central chamber)



Cave



Photographer Cameron (Thursday)

Cave

Cave

Pokémon	M	A	N
Donphan ●	◎	◎	◎
Golbat	△	△	△
Graveler	○	○	○
Larvitar	△	△	△
Onix	◎	◎	◎
Phanpy ●	○	○	○
Teddiursa ◆	○	○	○
Ursaring ◆	◎	◎	◎

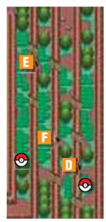
Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	○	○	○
	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Gyarados	×	×	○
	Magikarp	◎	◎	◎
	Seaking	○	○	○
Super	Gyarados	◎	◎	◎
	Seaking	◎	◎	○

Water Surface

Pokémon	
Goldeen	△
Seaking	◎

Mountainside



Exterior

Tall Grass

Pokémon	M	A	N
Dodrio	△	△	×
Doduo	△	△	×
Donphan ●	○	○	○
Ponyta	◎	◎	◎
Rapidash	○	○	○
Sneasel	×	×	○
Tangela	◎	◎	◎
Ursaring ◆	○	○	○

Hadbutt

Pokémon	
Aipom	◎
Heracross	◎
Natu	○

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Poliwag	○	○	○
Good	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
Super	Magikarp	○	○	○
	Poliwag	◎	◎	◎

Water Surface

Pokémon	
Poliwag	△
Poliwhirl	◎

♪ Henn Sound (Wednesday)

Pokémon	
Whismur	Linoone

♪ Sinnoh Sound (Thursday)

Pokémon	
Buizel	Bidoof



Photographer Cameron (Wednesday, Friday)

Snowy mountain interior 1

Cave

Pokémon	M	A	N
Donphan ●	○	○	○
Golbat	△	△	△
Golduck	○	○	○
Larvitar	△	△	△
Misdreavus	×	×	○
Phanpy ●	○	○	○
Quagsire	◎	◎	○
Sneasel	○	○	○
Teddiursa ◆	○	○	○
Ursaring ◆	○	○	○

♪ Henn Sound (Wednesday)

Pokémon	
Absol	Makuhita

♪ Sinnoh Sound (Thursday)

Pokémon	
Bronzor	Chingling

Peak



Snowy mountain interior 2

Cave

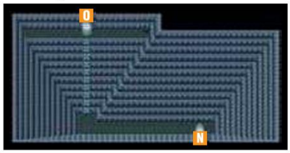
Pokémon	M	A	N
Donphan ●	○	○	○
Golbat	△	△	△
Golduck	◎	◎	◎
Larvitar	△	△	△
Misdreavus	×	×	○
Quagsire	○	○	○
Sneasel	○	○	○
Ursaring ◆	○	○	○

Snowy mountain

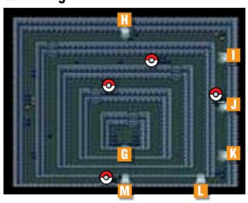
Tall Grass

Pokémon	M	A	N
Donphan ●	○	○	○
Golbat	△	△	△
Golduck	◎	◎	○
Larvitar	○	○	○
Misdreavus	×	×	○
Quagsire	○	○	○
Sneasel	○	○	○
Ursaring ◆	○	○	○

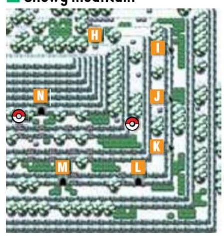
Snowy mountain interior 2



Snowy mountain interior 1



Snowy mountain



Cave (central chamber)

Cave

Pokémon	M	A	N
Donphan ●	○	○	○
Golbat	△	△	△
Golduck	○	○	○
Larvitar	△	△	△
Misdreavus	×	×	◎
Phanpy ●	○	○	○
Pupitar	△	△	△
Quagsire	◎	◎	△
Teddiursa ◆	○	○	○
Ursaring ◆	○	○	○

Cave (west chamber)

Cave

Pokémon	M	A	N
Donphan ●	○	○	○
Golbat	△	△	△
Golduck	○	○	○
Larvitar	△	△	△
Misdreavus	×	×	○
Quagsire	◎	◎	◎
Steelix	○	○	○
Ursaring ◆	○	○	○

Mountainside

Tall Grass

Pokémon	M	A	N
Donphan ●	○	○	○
Golbat	◎	◎	◎
Golduck	△	△	△
Larvitar	△	△	△
Onix	◎	◎	◎
Phanpy ●	○	○	○
Teddiursa ◆	○	○	○
Ursaring ◆	○	○	○

Hadbutt

Pokémon	
Aipom	◎
Heracross	◎
Natu	○

Step 1 Swing by the Pokémon Center

There's a Pokémon Center just north of where Route 28 intersects with Mt. Silver. From here, loop back east onto Route 28 to collect the items on the north side of the route. Once you've done that and returned to heal your Pokémon, the Mt. Silver entrance is to the west.



Prepare for your battle with Red

The legendary Pokémon Trainer Red is waiting for you on Mt. Silver's central peak. Review your team at the Pokémon Center to make sure they have the training and the levels to take him on.

Step 2 Gather items on your way to the heart of the mountain

Gather items on your way through the cave. These items include the Max Elixir, Expert Belt, and other items you won't find anywhere else, so leave no stone unturned.



The Dowsing MCHN comes in handy here

There are lots of hidden items inside the caves of Mt. Silver. To find them, try using the Dowsing MCHN in various spots.

Step 3 Moltres is waiting inside

The Legendary Pokémon Moltres is waiting in the west chamber of the cave's northwest section. Examine it to start a battle. You won't catch it without a fight, so be ready for its Flamethrower and Air Slash moves.



It's not a retreat, it's a tactical withdrawal

The top of the mountain is still a long way off, so don't force yourself to plow ahead if your team is in bad shape. Better to leave and heal up at the Pokémon Center, then come back to continue exploring.

Catch Moltres!

Water- or Electric-type moves are super effective, good for taking a bite out of Moltres's HP. Then, gradually lower its HP with Fire- or Fighting-type moves, which only do half damage. You're clearly inside a cave here, so the Dark Ball should be effective.



Moltres Lv. 50

Fire | Flying

ABILITY ● Pressure

MOVES ● Flamethrower
Air Slash
Safeguard
AncientPower

Step 4 Climb your way up the snowy slopes

As you advance deeper into the mountain, you'll reach the snow line. To continue your progress, you'll need Rock Climb to get up and down the slopes. Explore the snowy mountain interior 1 area to grab items on your way to snowy mountain interior 2.



Step 5 The ultimate showdown with the legendary Trainer

From the snowy mountain interior 2, you'll exit onto the peak. At the end of the path stands the legendary Trainer, Red. His team includes several different types of Pokémon, all with powerful attack moves. Give this battle everything you've got!



All Hail the Champion

The default battlefield weather on the peak is Hail, so all Pokémon except for Ice types will take damage every turn. Monitor your Pokémon's HP throughout the battle with Red.

Pokémon Trainer

Red

● *Versatile Pokémon User*



Red's Pokémon

Pokémon	Lv.	Type	Effective move types
Pikachu ♂	Lv. 88	Electric	Ground
Venusaur ♂	Lv. 84	Grass, Poison	Fire, Ice, Flying, Psychic
Blastoise ♂	Lv. 84	Water	Grass, Electric
Lapras ♂	Lv. 80	Water, Ice	Grass, Electric, Fighting, Rock
Charizard ♂	Lv. 84	Fire, Flying	Rock, Water, Electric
Snorlax ♂	Lv. 82	Normal	Fighting

Keep swapping Pokémon to find his weaknesses

Don't hesitate to switch out Pokémon and bring in one that's a good type match for Red's current Pokémon. After all, Red will be targeting your weak points, too. Heal as often as you need to. At this level, it's too risky to battle when your Pokémon are low on HP. Use extreme caution if any of your Pokémon are weak against Ice-type moves: Red's Blastoise, Lapras, and Snorlax all know Blizzard, which has a Power of 120 and perfect Accuracy in Hail weather.

The Journey Continues after Defeating Red

There's a second ending to the game, but that doesn't mean it's over yet

Once you defeat Red on the peak of Mt. Silver, the credits roll for the second time—but the game still isn't done! There are Legendary Pokémon to meet and surprising events yet to come. Your adventure continues as you travel back and forth between Johto and Kanto.



New Bark Town (Johto region)

Restart from your room

Once the second ending has played, the game restarts back at your room in New Bark Town. It's been a while, so check your PC, talk to your mom, and enjoy the comforts of home before getting back out on the road.



Go see Professor Elm to hear a surprising story

If you stop by Professor Elm's lab after the Tag Battle at Dragon's Den (p. 69), you'll learn how your rival came to return the Pokémon he stole. If you haven't heard this already, now's the time to hear the touching tale.

New Bark Town (Johto region)

Fly back to Pallet Town

Professor Oak was the one who gave you permission to visit Mt. Silver, so tell him how you just defeated Red there. Fly over to the Indigo Plateau or Victory Road, then use Fly again to reach Pallet Town (p. 92).



Pallet Town (Kanto region)

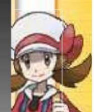
Professor Oak gives you a Pokémon

Go talk to Professor Oak at his research lab in Pallet Town. In recognition of your accomplishments, he gives you your choice of Bulbasaur, Charmander, or Squirtle. Choose whichever one you want.



Trade with friends to fill out your Pokédex

You'll get one Pokémon from Professor Oak and one from Steven. After that, you'll need to recruit friends or family to help you get the Pokémon you didn't choose. Trade for those other Pokémon so you can record them in your Pokédex.



Pokémon you can get from Professor Oak



Bulbasaur Lv. 5
Grass | Poison
ABILITY
● Overgrow



Charmander Lv. 5
Fire
ABILITY
● Blaze



Squirtle Lv. 5
Water
ABILITY
● Torrent

Saffron City (Kanto region)

Receive a Pokémon from Steven

You'll see Steven when you visit Silph Co. in Saffron City. Answer his question with "GREEN STONE" and he gives you Treecko; "RED STONE" and he gives you Torchic; "BLUE STONE," and it's Mudkip. Pick the Pokémon you want.



Pokémon you can receive from Steven



Treecko Lv. 5
Grass
ABILITY
● Overgrow



Torchic Lv. 5
Fire
ABILITY
● Blaze



Mudkip Lv. 5
Water
ABILITY
● Torrent

Pewter City (Kanto region)

Talk to Steven at the museum

Steven is inside the Pewter Museum of Science, immersed in one of the exhibits. You can try talking to him, but he's mostly muttering to himself—something about the sparkling lights in the night sky all being unknown stones. Well, that sounds about right for a mineral collector like him.



Meet him here so you can trade Pokémon

Once you've talked to Steven in Pewter City, you can trade Pokémon with him at Silph Co. back in Saffron City. So if you want to trade, make sure you've visited the museum to chat.

Saffron City (Kanto region)

Trade Pokémon with Steven

You'll see Steven if you pay a return visit to the Silph Co. in Saffron City. Talk to him and he'll ask to trade Pokémon. Don't turn him down. If you give him Forretress, he'll give you Beldum, a Pokémon from the Hoenn region!



How to get Forretress?

Forretress isn't found in the wild. No, you'll have to use Headbutt on trees in places like New Bark Town to catch a Pineco. Then level that Pineco up to Lv. 31 and evolve it into Forretress.

Saffron City (Kanto region)

Go to Mr. Pokémon's house back in Johto

Once you leave Silph Co., Fly back to Violet City in Johto and visit Mr. Pokémon at his house on Route 30. You can't Fly straight there. You'll have to make a stop at the Indigo Plateau or Victory Road.



Avoid the tall grass

You can reach Mr. Pokémon's house by going north from Cherrygrove City. But you can also get there by going east from Violet City, with the extra bonus of not having to walk through any tall grass. You will need to use Cut, though.

Route 8 (Johto region)

Mr. Pokémon gives you a special Orb

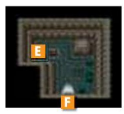
Head east from Violet City to visit Mr. Pokémon's house. Talk to him inside and he'll give you the Blue Orb (*Pokémon HeartGold Version*) or the Red Orb (*Pokémon SoulSilver Version*).



A key item for meeting Kyogre or Groudon

The Blue Orb and Red Orb are rare items that allow you to meet Kyogre or Groudon. Each orb is exclusive to either *Pokémon HeartGold Version* (Blue Orb) or *Pokémon SoulSilver Version* (Red Orb).

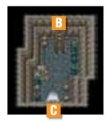
Cliff Cave 3



Cliff Cave 1



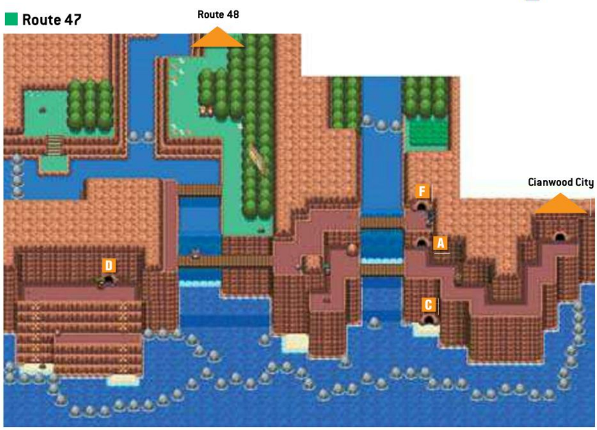
Cliff Cave 2



Embedded Tower



Route 47



Route 47 (Johto region)

Use Rock Climb to get to the Embedded Tower

Fly to Cianwood City and take the Cliff Edge Gate to Route 47. Go down the ladder at Cliff Cave 1, Surf westward, and you'll see a cliff that can be climbed with Rock Climb. Scale the cliff and head for the Embedded Tower.



Listen closely to what Chuck says

On the way to the Embedded Tower, you'll meet Cianwood Gym Leader Chuck in the Cliff Edge Gate. He tells you about the origins of the Embedded Tower and encourages you, then leaves.

Embedded Tower (Johto region)

Encounter Kyogre or Groudon

Kyogre (*Pokémon HeartGold Version*) or Groudon (*Pokémon SoulSilver Version*) will be waiting for you in the middle of the Embedded Tower—that is, if you brought the Blue Orb or the Red Orb. Walk up and start the battle.



HeartGold Version

Catch Kyogre!

Kyogre's Ability creates Rain weather. Its Water Spout is strong enough to sweep you away, so watch out for its attacks as you concentrate on catching it. Kyogre can also restore its HP with Aqua Ring. Once you've weakened it, use an Ultra Ball or other Poké Ball that's equally effective.



Kyogre Lv. 50

Water

ABILITY ● Drizzle
MOVES ● Water Spout
Ice Beam
Aqua Ring
AncientPower

SoulSilver Version

Catch Groudon!

Groudon Lv. 50

Ground

ABILITY ● Drought
MOVES ● Earthquake
Eruption
Rest
AncientPower



Sunny weather is the default in this battle. Groudon's Eruption has high Power, so be careful that it doesn't flatten your team while you're busy trying to lower its HP. Groudon uses Rest to recover HP. When it's napping, that's your chance to knock its HP back down and catch it.

Route 47 (Johto region)

Fly back to Pallet Town

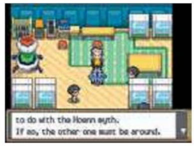
Once you've caught Kyogre or Groudon and left the Embedded Tower, Fly back to Pallet Town. If you knocked it out or fled the battle instead of catching it, go defeat the Elite Four and the Pokémon League Champion and you'll be able to try again.



Pallet Town (Kanto region)

Show Kyogre or Groudon to the professor

Put Kyogre or Groudon on your team and talk to Professor Oak in Pallet Town. The professor always thinks of the two as a pair. He can't imagine one without the other, so naturally, he wonders if you could bring them *both* to him...



Pallet Town (Kanto region)

Show Kyogre and Groudon to the professor

Once you have both Kyogre and Groudon in your party, talk to Professor Oak again. He gives you the Jade Orb, which allows you to meet Rayquaza at the Embedded Tower.



Get help from friends and family

The professor is only interested in Kyogre and Groudon that were caught at the Embedded Tower. He's not handing over the Jade Orb if you just bring them over from the Pal Park, so recruit friends and family to help you out here.

Route 47 (Johto region)

Revisit the Embedded Tower

Once you have the Jade Orb, it's back to the Embedded Tower you go. As before, Fly to Cianwood City and take Route 47 from there, then use Rock Climb to access the tower.



Embedded Tower (Johto region)

Rayquaza finally appears

Rayquaza is waiting for you in the middle of the Embedded Tower. It attacks with Outrage and AncientPower as you try to catch it, so keep healing your Pokémon's HP throughout the battle.



Go show Professor Oak

Add your newly caught Rayquaza to your team and go show Professor Oak. He's fascinated by the attraction that Pokémon have for orbs and stones.

Catch Rayquaza!



Rayquaza Lv. 50

Dragon | Flying

ABILITY ● Air Lock

MOVES ● Outrage
Air Slash
Rest
AncientPower

All weather-changing moves and Abilities are negated in this battle. Drop Rayquaza's HP with supereffective Rock- or Dragon-type moves. Then, when it uses Rest to heal, lower its HP again and catch it as it sleeps.



Take Photos and Trade Pokémon with Gym Leaders

Take photos to remember the Gym Leaders you battled

Violet Gym Leader
Falkner





Where and when to get a photo
- Celadon Department Store 4F
- After you get his phone number
- Wednesday, all day

Azalea Gym Leader
Bugsy





Where and when to get a photo
- National Park
- Post-Hall of Fame
- Friday, all day

Goldenrod Gym Leader
Whitney





Where and when to get a photo
- Goldenrod Dept. Store 6F
- After you get her phone number
- Every day, 6 P.M. – 9 P.M.

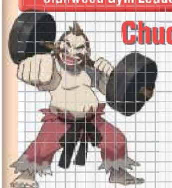
Ecruteak Gym Leader
Morty





Where and when to get a photo
- Bellchime Trail
- After you get his phone number
- Friday, all day

Cianwood Gym Leader
Chuck





Where and when to get a photo
- Route 47*
- Post-Hall of Fame
- Sunday, all day

Olivine Gym Leader
Jasmine



Pokémon trade
- Olivine Gym
- After swapping phone numbers, exchange any Pokémon to receive a Steelix



Where and when to get a photo
- Olivine Café
- After you get her phone number
- Every day, 12 P.M. – 1 P.M.

Mahogany Gym Leader
Pryce





Where and when to get a photo
- Mahogany Gym
- Post-Hall of Fame
- Every day, all day

Blackthorn Gym Leader
Clair





Where and when to get a photo
- Dragon's Den
- After you get her phone number
- Every day, 4 P.M. – 7 P.M.

*After you've received the Jade Orb from Professor Oak, you cannot take a photo with Chuck

To Contents



These are the 16 Gym Leaders you battled in the Johto and Kanto regions. When you fulfill certain conditions, you can take a picture with these good-natured rivals. Some of them, such as Jasmine, Lt. Surge, and Brock, will even trade Pokémon with you. It just goes to show that yesterday's foe may be today's friend, so snap a photo to preserve the moment with your new pals.



Vermilion Gym Leader
Lt. Surge



Pokémon trade
- Saffron Station
- After swapping phone numbers, give him a Pikachu to receive a Pikachu from another country



Where and when to get a photo
- Route 39
- After trading Pokémon
- Friday and Saturday, all day

Saffron Gym Leader
Sabrina





Where and when to get a photo
- Olivine Harbor
- After you get her phone number
- Monday, all day

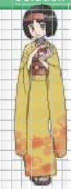
Cerulean Gym Leader
Misty





Where and when to get a photo
- Route 25*
- After you get her phone number
- Every day, 2 P.M. – 4 P.M.

Celadon Gym Leader
Erika





Where and when to get a photo
- Celadon City
- After you get her phone number
- Monday, all day

Fuchsia Gym Leader
Janine





Where and when to get a photo
- Victory Road gate
- After you get her phone number
- Every day, 6 P.M. – 8 P.M.

Pewter Gym Leader
Brock



Pokémon trade
- DIGLETT'S Cave
- After swapping phone numbers, exchange Bonsly to receive Rhyhorn (Monday, Thursday, Saturday)



Where and when to get a photo
- DIGLETT's Cave
- After you get his phone number
- Every day, 5 P.M. – 8 P.M.

Cinnabar Gym Leader
Blaine





Where and when to get a photo
- Cinnabar Island
- After you get his phone number
- Thursday, all day

Viridian Gym Leader
Blue





Where and when to get a photo
- Cinnabar Island
- After defeating Red
- Friday, all day

*You must have a Water-type Pokémon at the head of your party

To Contents



Pokémon That Change Form or Forme, Part 2

Rotom, Dialga, Shaymin, and Arceus are more examples of Pokémon whose forms or Formes change under the right conditions. These Pokémon can change if you take them to a specific location or give them a particular held item.

Pokémon that change using held items or a specific location

No. 479 Rotom

Change its form at Silph Co. in Saffron City

Visit Silph Co. with Rotom at your side, and take the elevator down to a room full of household appliances. When you examine the appliances, Rotom's form changes (p. 440).



Heat Rotom



Move
● Overheat

Wash Rotom



Move
● Hydro Pump

Frost Rotom



Move
● Blizzard

Fan Rotom



Move
● Air Slash

Mow Rotom



Move
● Leaf Storm

No. 487 Giratina

The Griseous Orb alters its Forme and Ability

Giratina's default Forme is the Altered Forme, which has the Pressure Ability (p. 444). When it holds the Griseous Orb, it changes to its Origin Forme, and its Ability becomes Levitate (p. 445).



Altered Forme



Origin Forme



How to get the Griseous Orb

Bring Arceus to the Ruins of Alph. After a series of events there, you'll obtain a Giratina holding the Griseous Orb.*

No. 492 Shaymin

The Gracidea changes its Forme and type

Shaymin is normally in Land Forme (p. 447), but it changes into Sky Forme when you use the Gracidea on it (p. 448). It reverts to Land Forme whenever you store it in a PC.

*The Gracidea can't be used between 8 P.M. and 4 A.M.



Land Forme



Sky Forme



How to get the Gracidea

Put Shaymin at the head of your party, and talk to Floria in the Goldenrod Flower Shop.

No. 493 Arceus

Holding a Plate changes its appearance and type

Arceus's type depends on which special Plate it's holding. For example, it becomes a Fire type by holding the Flame Plate. When Arceus isn't holding a Plate, it's Normal type (p. 449).



Arceus

How to get the 16 Plates

Talk to the Captain of the Fast Ship S.S. Aqua, found at Olivine City on Mondays and Fridays, and Vermilion City on Wednesdays and Sundays. (You won't get a Plate on your first visit to the ship.)

*Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

To Contents



Safari Zone Guide

Catch Pokémon from Every Region at the Safari Zone

Use Object Arrangement to catch lots of different Pokémon

Once you've entered the Hall of Fame and received the National Pokédex from Professor Oak, it's a whole new game at the Safari Zone. Now you can use the Object Arrangement function, and Pokémon from different regions appear in Safari Zone areas.



Object Basics 1 Once you're in the Hall of Fame, you can play with objects

The Object Arrangement feature is available after you upgrade to the National Pokédex and pass both of Baoba's Owner Aptitude Tests (p. 108). Clear both tests and Baoba phones you up, giving you the ability to place objects in Safari Zone Areas.

● **How to unlock the Object Arrangement function**

1. Pass both of Baoba's tests and become a Safari Zone Owner
2. Professor Oak upgrades your Pokédex to the National Pokédex



Get a call from Baoba

You get the call if you have the National Pokédex and enough time has passed since completing the tests.

Object Basics 2 Objects are placed inside Safari Zone Areas

Once you unlock Object Arrangement, you can start arranging objects inside the Safari Zone. When you find the spot where you want to place an object, press the A Button and choose from the objects shown on the Touch Screen. If you change your mind, examine an object to remove it.



One down, 29 more to go...

You can place up to 30 objects in a single Area. Try to keep them neatly arranged.

More objects are available as the game progresses

When Baoba first tells you about objects, there are six objects for you to choose from. Keep progressing through the game, and Baoba will call you as your object selection increases. Six more objects are unlocked each time, until all 24 objects are available.



Object Basics 3 Five types of objects

There are five types of objects: ones that look like grass, like trees, like boulders, like water, and everything else. Except for objects in the catch-all fifth category, these objects have an effect on the Pokémon that appear in an Area.



Use objects that attract Pokémon

Placing objects from the first four groups will lure out Pokémon that like them.

SAFARI ZONE GUIDE

Catch Pokémon from Every Region at the Safari Zone

To Contents

The five types of objects





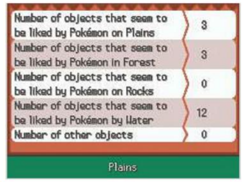






Check your objects with the Area Customizer

Once you're done with the Safari game, you can leave your objects where you put them. You can check your work with the Area Customizer. The top screen shows you the number of type of objects you've placed, along with the Area where they're located.

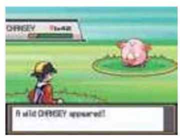


Number of objects that seem to be liked by Pokémon on Plains	3
Number of objects that seem to be liked by Pokémon in Forest	3
Number of objects that seem to be liked by Pokémon on Rocks	0
Number of objects that seem to be liked by Pokémon by Water	12
Number of other objects	0

Plains

Object Basics 4 Combine the right objects to make Pokémon appear

Put enough of the right object types in an Area, and Pokémon from other regions will start to appear. These can include Pokémon you haven't encountered before! Check the appearance charts starting on page 102 so you can use objects to lure out different species of Pokémon.



Draw out a particular Pokémon

See what kinds of objects you need to attract a particular Pokémon.



How to lure a particular species of Pokémon

1 Place the required objects

Say you want to lure out Lotad. To do that, you need to place at least 12 water objects in the Plains Area.



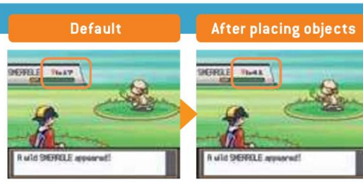
2 Walk through the tall grass

Once you've placed at least 12 water objects, Lotad could appear when you walk through the tall grass.



Unlock high-level Pokémon

Some Pokémon appear whether or not you use any objects. For example, you don't need any objects to make Magmar appear in the Peak Area. But objects will affect their level. Place the right objects and you'll see Pokémon whose levels are much higher than before.



See page 102 for detailed Pokémon appearance charts.

To Contents

Object Basics 5 Keep using the same Area to raise its rank

If you keep using an Area after placing objects in it, that Area will go up in rank. That makes objects in that Area more effective. One object can have the effect of two. Raise an Area's rank so the objects unlock a wider variety of Pokémon.

How to raise an Area's rank

1 Keep using the same Area



Put objects in an Area and keep playing in it continuously.

2 Baoba gives you a call



After enough time continuously using that Area, Baoba calls to tell you that the Area's rank has increased.

3 The object's effectiveness increases



Now you can see Pokémon that would normally require at least 30 objects to appear.

Safari Zone Pokémon by Area

Plains



Default Pokémon

Tall Grass

Pokémon	M	A	N
Abra	◎	◎	◎
Girafarig	◎	◎	○
Raticate	×	×	◎
Rattata	◎	◎	×
Smeargle	△	△	×
Stantler	×	×	○

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Girafarig	Grass	3	–	–	M • A
Houndoom	Rock	10	–	–	M • A • N
Lotad	Water	12	–	–	M • A • N
Manectric	Grass	15	–	–	M • A • N
Ponyta	Rock	5	–	–	M • A • N
Shinx	Grass	10	–	–	M • A • N
Smeargle	Forest	3	–	–	M • A
Stantler	Grass	3	–	–	N
Stantler	Forest	3	–	–	N
Surskit	Water	28	–	–	M • A • N
Zangoose	Rock	15	–	–	M • A • N
Zigzagoon	Forest	15	–	–	M • A • N







Savannah



Default Pokémon

Tall Grass

Pokémon	M	A	N
Golbat	×	×	△
Nidoran ♀	◎	◎	×
Nidoran ♂	◎	◎	×
Nidorina	×	×	◎
Nidorino	×	×	◎
Rhyhorn	△	△	×
Tauros	◎	◎	×
Zubat	×	×	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Azurill	Water	5	–	–	M • A • N
Cacturne	Forest	35	–	–	M • A • N
Houndour	Forest	4	–	–	M • A • N
Luxio	Grass	24	–	–	M • A • N
Rhydon	Rock	10	–	–	M • A • N
Rhyhorn	Rock	5	–	–	M • A • N
Shroomish	Forest	35	Grass	12	M • A • N
Tauros	Grass	5	–	–	M • A • N
Torkoal	Rock	35	–	–	M • A • N
Zigzagoon	Grass	10	–	–	M • A • N



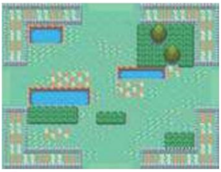




To Contents

Safari Zone Pokémon by Area

Meadow



Default Pokémon

Tall Grass

Pokémon	M	A	N
Clefairy	×	×	△
Hoppip	◎	◎	×
Jigglypuff	◎	◎	◎
Marill	×	×	◎
Skiploom	△	△	×
Sunkern	×	◎	×
Wooper	×	×	◎

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
Good	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
	Poliwhirl	○	○	○
Super	Poliwag	◎	◎	◎
	Poliwhirl	◎	◎	◎

Water Surface

Pokémon	
Magikarp	◎
Marill	○
Wooper	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Chansey	Grass	12	–	–	M • A • N
Clefairy	Rock	3	–	–	N
Geodude	Rock	3	–	–	M • A
Nosepass	Rock	35	–	–	M • A • N
Nuzleaf	Forest	28	–	–	M • A • N
Nuzleaf	Forest	35	–	–	M • A • N
Raticate	Grass	5	–	–	M • A • N
Riolu	Rock	42	Forest	28	M • A • N
Seedot	Grass	35	–	–	M • A • N
Skiploom	Forest	8	–	–	M • A • N
Wooper	Water	3	–	–	M • A • N





Fishing (Old Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Poliwhirl	Water	2	–	–	M • A • N
Poliwhirl	Water	3	–	–	M • A • N



Fishing (Good Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Gyarados	Water	7	–	–	M • A • N
Poliwhirl	Water	5	–	–	M • A • N

Fishing (Super Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Gyarados	Water	10	–	–	M • A • N
Gyarados	Water	14	–	–	M • A • N

Water Surface

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Masquerain	Water	10	–	–	M • A • N
Masquerain	Water	14	–	–	M • A • N
Skiploom	Water	3	–	–	M • A • N

Peak



Default Pokémon

Tall Grass

Pokémon	M	A	N
Geodude	◎	◎	◎
Graveler	○	○	×
Magmar	△	△	×
Magnemite	○	○	○
Magneton	△	△	○
Wobbuffet	×	×	○

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Bronzor	Rock	35	Forest	14	M • A • N
Fearow	Forest	5	–	–	M • A • N
Lairon	Rock	24	–	–	M • A • N
Linoone	Grass	5	–	–	M • A • N
Magmar	Rock	10	–	–	M • A
Paras	Forest	3	–	–	M • A • N
Slowbro	Water	5	–	–	M • A • N
Spheal	Water	35	–	–	M • A • N
Vigoroth	Forest	56	Grass	28	M • A • N
Wobbuffet	Rock	10	–	–	N
Zangoose	Grass	12	–	–	M • A • N







To Contents

Safari Zone Pokémon by Area

Forest



Default Pokémon

Tall Grass

Pokémon	M	A	N
Bellsprout	◎	◎	◎
Gastly	×	×	○
Haunter	×	×	○
Misdreavus	△	△	◎
Mr. Mime	○	○	×
Pidgey	◎	◎	×

Pokémon that appear once Object Arrangement is used

Tall Grass

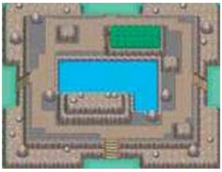
Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Beldum	Rock	63	–	–	M•A•N
Bidoof	Water	10	–	–	M•A•N
Bronzong	Rock	56	Forest	35	M•A•N
Budew	Grass	24	–	–	M•A•N
Electabuzz	Rock	4	–	–	M•A•N
Lickitung	Water	3	–	–	M•A•N
Misdreavus	Forest	4	–	–	M•A•N
Mr. Mime	Grass	3	–	–	M•A•N
Shuppet	Forest	35	–	–	M•A•N
Surskit	Water	24	–	–	M•A•N







Rocky Beach



Default Pokémon

Tall Grass

Pokémon	M	A	N
Doduo	◎	◎	×
Krabby	◎	◎	◎
Slowbro	△	△	△
Slowpoke	◎	◎	◎
Zubat	×	×	◎

Water Surface

Pokémon	
Lapras	○
Magikarp	◎
Poliwag	◎
Poliwhirl	○

Fishing

Rod	Pokémon	M	A	N
Old	Goldeen	◎	◎	◎
	Krabby	◎	◎	◎
	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Krabby	◎	◎	◎
	Magikarp	◎	◎	◎
Super	Goldeen	◎	◎	◎
	Kingler	○	○	○
	Seaking	◎	◎	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Aron	Rock	24	–	–	M•A•N
Budew	Forest	18	–	–	M•A•N
Dodrio	Grass	4	–	–	M•A•N
Electrike	Grass	10	–	–	M•A•N
Gible	Grass	49	Rock	49	M•A•N
Kingler	Rock	8	–	–	M•A•N
Manectric	Forest	10	–	–	M•A•N
Mareep	Forest	5	–	–	M•A•N
Slowbro	Rock	3	–	–	M•A•N
Slowbro	Water	5	–	–	M•A•N

Fishing (Old Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Krabby	Water	2	–	–	M•A•N
Krabby	Water	3	–	–	M•A•N

Fishing (Good Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Kingler	Water	5	–	–	M•A•N
Kingler	Water	8	–	–	M•A•N

Fishing (Super Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Corphish	Water	15	–	–	M•A•N
Corphish	Water	20	–	–	M•A•N

Water Surface

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Lapras	Water	10	–	–	M•A•N
Lapras	Water	14	–	–	M•A•N
Lapras	Water	18	–	–	M•A•N







To Contents

Safari Zone Pokémon by Area

Wetland



Default Pokémon

Tall Grass

Pokémon	M	A	N
Ditto	△	△	×
Farfetch'd	◎	◎	×
Golduck	×	×	○
Psyduck	×	×	○
Quagsire	×	×	○
Sentret	◎	◎	×
Spearow	◎	◎	×
Wooper	×	×	◎

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
Good	Poliwag	◎	◎	◎
	Poliwhirl	◎	◎	◎
Super	Poliwag	◎	◎	◎
	Poliwhirl	◎	◎	◎

Water Surface

Pokémon	
Poliwag	◎
Psyduck	○
Quagsire	○
Wooper	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Buizel	Water	35	–	–	M • A • N
Ditto	Water	15	–	–	M • A • N
Doduo	Rock	4	–	–	M • A • N
Farfetch'd	Forest	3	–	–	M • A • N
Furret	Grass	2	–	–	M • A • N
Golduck	Rock	5	–	–	M • A • N
Lombre	Grass	14	–	–	M • A • N
Pachirisu	Forest	8	–	–	M • A • N
Shelgon	Rock	63	–	–	M • A • N
Surskit	Grass	6	–	–	M • A • N





Fishing (Old Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Poliwhirl	Water	2	–	–	M • A • N
Poliwhirl	Water	3	–	–	M • A • N

Fishing (Good Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Corphish	Water	10	–	–	M • A • N
Corphish	Water	14	–	–	M • A • N



Fishing (Super Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Gyarados	Water	6	–	–	M • A • N
Gyarados	Water	9	–	–	M • A • N

Water Surface

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Golduck	Water	4	–	–	M • A • N
Golduck	Water	6	–	–	M • A • N
Quagsire	Water	3	–	–	M • A • N

Swamp



Default Pokémon

Tall Grass

Pokémon	M	A	N
Drowzee	×	×	○
Hypno	×	×	○
Jigglypuff	◎	◎	×
Murkrow	△	△	◎
Paras	◎	◎	×
Sentret	◎	◎	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Bagon	Rock	56	Forest	35	M • A • N
Chimecho	Forest	15	–	–	M • A • N
Duskull	Rock	28	–	–	M • A • N
Floatzel	Water	10	–	–	M • A • N
Furret	Grass	5	–	–	M • A • N
Hypno	Forest	5	–	–	N
Murkrow	Forest	5	–	–	M • A
Pachirisu	Grass	10	–	–	M • A • N
Parasect	Grass	3	–	–	M • A • N
Voltorb	Rock	10	–	–	M • A • N
Weepinbell	Forest	8	–	–	M • A • N





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Safari Zone Pokémon by Area

Swamp

Default Pokémon

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
Good	Goldeen	◎	◎	◎
	Magikarp	◎	◎	◎
	Seaking	○	○	○
Super	Dratini	○	○	○
	Goldeen	◎	◎	◎
	Seaking	◎	◎	◎

Water Surface

Pokémon	
Goldeen	◎
Magikarp	◎

Pokémon that appear once Object Arrangement is used

Fishing (Old Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Goldeen	Water	2	–	–	M • A • N
Seaking	Water	3	–	–	M • A • N

Fishing (Good Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Dratini	Water	10	–	–	M • A • N
Seaking	Water	6	–	–	M • A • N

Fishing (Super Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Dragonair	Water	15	–	–	M • A • N
Dragonair	Water	20	–	–	M • A • N

Water Surface

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Duskull	Water	35	–	–	M • A • N
Murkrow	Water	10	–	–	M • A • N
Seaking	Water	4	–	–	M • A • N



Marshland



Default Pokémon

Tall Grass

Pokémon	M	A	N
Arbok	△	△	×
Ekans	○	○	×
Gloom	×	×	○
Grimer	△	△	×
Koffing	◎	◎	◎
Oddish	×	×	○
Weezing	◎	◎	×
Wooper	×	×	◎

Fishing

Rod	Pokémon	M	A	N
Old	Magikarp	◎	◎	◎
	Poliwag	◎	◎	◎
Good	Magikarp	◎	◎	◎
	Poliwhirl	◎	◎	◎
Super	Gyarados	○	○	○
	Poliwhirl	◎	◎	◎

Water Surface

Pokémon	
Grimer	◎
Poliwag	◎
Wooper	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Banette	Rock	49	–	–	M • A • N
Carnivine	Forest	35	–	–	M • A • N
Croagunk	Forest	42	–	–	M • A • N
Diglett	Rock	5	–	–	M • A • N
Gloom	Grass	2	–	–	M • A • N
Jumpluff	Grass	5	–	–	M • A • N
Muk	Water	8	–	–	M • A • N
Roselia	Forest	49	–	–	M • A • N
Seviper	Grass	35	–	–	M • A • N
Shuckle	Rock	8	–	–	M • A • N



Fishing (Old Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Poliwag	Water	2	–	–	M • A • N
Poliwag	Water	3	–	–	M • A • N



Fishing (Good Rod)

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Gyarados	Water	3	–	–	M • A • N
Gyarados	Water	4	–	–	M • A • N



Fishing (Super Rod)

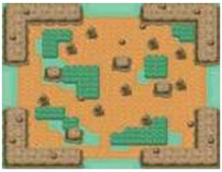
Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Barboach	Water	4	–	–	M • A • N
Barboach	Water	5	–	–	M • A • N

Water Surface

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Jumpluff	Water	10	–	–	M • A • N
Muk	Water	16	–	–	M • A • N
Quagsire	Water	13	–	–	M • A • N

Safari Zone Pokémon by Area

Wasteland



Default Pokémon

Tall Grass

Pokémon	M	A	N
Fearow	×	×	◎
Kangaskhan	○	○	×
Machoke	△	×	×
Machop	○	○	×
Magnemite	◎	◎	◎
Onix	○	◎	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Bellsprout	Forest	3	—	—	M•A•N
Breloom	Forest	42	—	—	M•A•N
Golduck	Water	3	—	—	M•A•N
Illumise	Grass	10	—	—	M•A•N
Kingler	Water	10	—	—	M•A•N
Machoke	Rock	5	—	—	M•A•N
Manectric	Grass	3	—	—	M•A•N
Medicham	Forest	35	—	—	M•A•N
Skorupi	Rock	28	—	—	M•A•N
Solrock	Rock	42	—	—	M•A•N





Mountain



Default Pokémon

Tall Grass

Pokémon	M	A	N
Golbat	×	×	◎
Larvitar	△	△	×
Lickitung	◎	◎	×
Magneton	△	△	△
Raticate	◎	◎	×
Rattata	○	○	○
Zubat	×	×	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Chingling	Forest	10	—	—	M•A•N
Dusclops	Forest	35	—	—	M•A•N
Krabby	Water	3	—	—	M•A•N
Larvitar	Rock	5	—	—	M•A•N
Lunatone	Rock	15	—	—	M•A•N
Magneton	Grass	3	—	—	M•A•N
Meditite	Forest	20	—	—	M•A•N
Metang	Rock	56	—	—	M•A•N
Sealeo	Water	49	Rock	21	M•A•N
Volbeat	Grass	10	—	—	M•A•N





Desert



Default Pokémon

Tall Grass

Pokémon	M	A	N
Cubone	○	○	×
Fearow	×	×	◎
Marowak	△	△	×
Sandshrew	◎	◎	◎
Sandslash	◎	◎	◎

Pokémon that appear once Object Arrangement is used

Tall Grass

Pokémon	Object Type 1	No. Needed	Object Type 2	No. Needed	Time of day
Cacnea	Forest	35	—	—	M•A•N
Cacturne	Water	42	—	—	M•A•N
Carnivine	Grass	49	—	—	M•A•N
Fearow	Rock	6	—	—	N
Fearow	Grass	3	—	—	M•A•N
Hippopotas	Rock	28	—	—	M•A•N
Lotad	Water	8	—	—	M•A•N
Marowak	Rock	6	—	—	M•A
Spinda	Grass	14	—	—	M•A•N
Trapinch	Rock	49	—	—	M•A•N
Vibrava	Forest	49	—	—	M•A•N





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Take Baoba's Owner Aptitude Tests

You can't place objects in the Safari Zone until you've received the National Pokédex and passed both of Baoba's tests. If you haven't passed the tests yet, brush up on the topic with the quick review below.

Test 1 Catch Geodude and show it to Baoba

The first test is to catch Geodude in the Safari Zone. Catch it in the very first Area you enter, the Peak Area, then put it in your party and talk to Baoba.



Catch it in the Peak Area

Geodude is a fairly common Pokémon. It shouldn't take long for it to appear if you check the tall grass.

Test 2 Catch Sandshrew and show it to Baoba

The second test is to catch Sandshrew. Use the Area Customizer to add the Desert Area, where Sandshrew appears. Once you've caught it, put it in your party and go talk to Baoba.



Add Areas with the Area Customizer

Access the Desert Area by using the Area Customizer.

The Safari Zone Link lets you exchange Safari Zones with friends and family

Once you've unlocked Object Arrangement, you can also use the Safari Zone Link at the Safari Zone entrance's far right counter. This mode lets you use the Nintendo DS's wireless communications to trade Safari Zones with your friends and family. By trading Safari Zones with one another, you can build up your Pokédexes.



Trade customized Safari Zones

Trade Safari Zones where you've unlocked lots of different Pokémon.

Safari Zone exchange

The Safari Zone Link is where you trade Safari Zones wirelessly with your friends. If you trade Safari Zones where lots of different Pokémon have been unlocked, it makes catching Pokémon much faster than only placing objects in your own Safari Zone. Give it a try!

How to trade Safari Zones

1 Place objects

Set up lots of different objects so you'll have a useful Safari Zone to trade.



2 Talk to the receptionist on the right

Talk to the receptionist on the right to start a Safari Zone exchange.



3 Pick a leader

Talk to your friend and select one person to be the leader. Once you're both ready, the exchange can begin.



4 Get your friend's Safari Zone

After the Safari Zone exchange is complete, your friend's Safari Zone will be yours to explore.



Enter your friend's Safari Zone

To enter your friend's Safari Zone, talk to the receptionist on the left once your Safari Zone exchange is complete. Just like the normal Safari Zone, you'll pay 500 in prize money to enter and receive 30 Safari Balls. Your friend's object placement could give you some Safari Zone ideas of your own as you try to catch as many different Pokémon as you can.



The entrance to your friend's Safari Zone is at the Safari Zone Link reception counter.



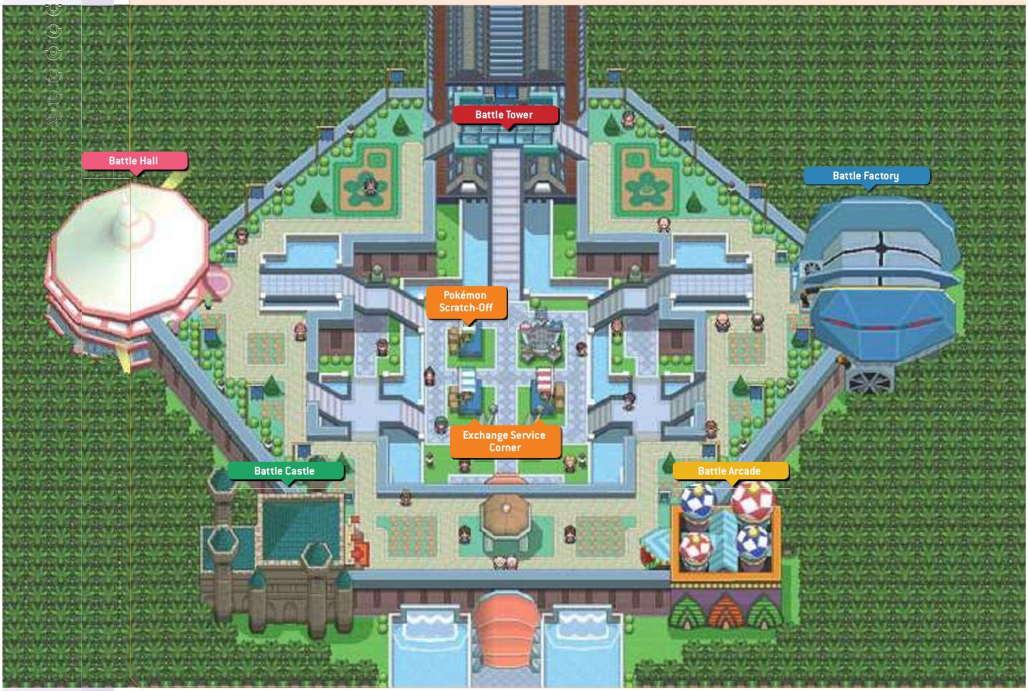
Battle Frontier Guide



Fun at the Battle Frontier

Five different ways to enjoy your battles

The Battle Frontier has five attractions devoted to Pokémon battling, and you can try them in any order you want. Defeat each Frontier Brain and you'll receive commemorative prints—a Silver Print for your first win, a Gold Print for your second win.



Tip 1 Let the Judge analyze your Pokémon's true potential

In the Battle Tower lobby, there's a fellow known as the Judge who will size up your Pokémon's potential. Talk to him, and he'll appraise your Pokémon for you.

1 All-around stats

"I see, I see. . . . This Pokémon's potential is ●●● overall. That's my judgment, and it's final."

●●● could be...
decent
above average
outstanding
relatively superior

2 Most outstanding stat

"Incidentally, I would say the best potential lies in its ●●● stat."

●●● could be...
HP
Attack
Defense
Sp. Atk
Sp. Def
Speed

3 The value of 2

"It's ●●● in that regard. That's how I judged it."

●●● could be...
rather decent
very good
fantastic
can't be better

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Tip 2 Save BP to get items

As you defeat Pokémon Trainers and Frontier Brains at the Battle Frontier, you'll earn Battle Points (BP). You can trade these BP at the Battle Frontier's Exchange Service Corner to get useful items and TMs. Use them to hone your Pokémon's powers as you fight your way through the Frontier.

Exchange Service (left counter)	BP
Protein	1 BP
Calcium	1 BP
Iron	1 BP
Zinc	1 BP
Carbos	1 BP
HP Up	1 BP
Rare Candy	48 BP
Power Bracer	16 BP
Power Belt	16 BP
Power Lens	16 BP
Power Band	16 BP
Power Anklet	16 BP
Power Weight	16 BP
Toxic Orb	16 BP
Flame Orb	16 BP
White Herb	32 BP
Power Herb	32 BP
BrightPowder	48 BP
Focus Band	48 BP
Focus Sash	48 BP
Choice Band	48 BP
Choice Scarf	48 BP
Scope Lens	48 BP
Muscle Band	48 BP
Razor Claw	48 BP
Razor Fang	48 BP

Exchange Service (right counter)	BP
No. 40 Aerial Ace	40 BP
No. 31 Brick Break	40 BP
No. 89 U-turn	40 BP
No. 81 X-Scissor	64 BP
No. 71 Stone Edge	80 BP
No. 26 Earthquake	80 BP
No. 30 Shadow Ball	64 BP
No. 53 Energy Ball	64 BP
No. 36 Sludge Bomb	80 BP
No. 59 Dragon Pulse	80 BP
No. 06 Toxic	32 BP
No. 73 Thunder Wave	32 BP
No. 61 Will-O-Wisp	32 BP
No. 45 Attract	32 BP
No. 08 Bulk Up	48 BP
No. 04 Calm Mind	48 BP

Tip 3 Win rare Berries with a Pokémon Scratch-Off Card

The Scratch-Off Card game costs 1 BP for three game cards. Scratch off three silver squares on each card, and if you uncover three of the same Pokémon, you win!* Prizes include rare Berries or a valuable item.



Prizes		
Nugget ×1	Pomeg Berry ×3	Kelpsy Berry ×3
Qualot Berry ×3	Hondew Berry ×3	Grepa Berry ×3
Tamato Berry ×3	Occa Berry ×3	Passho Berry ×3
Wacan Berry ×3	Rindo Berry ×3	Yache Berry ×3
Chople Berry ×3	Kebia Berry ×3	Shuca Berry ×3
Coba Berry ×3	Payapa Berry ×3	Tanga Berry ×3
Charti Berry ×3	Kasib Berry ×3	Haban Berry ×3
Colbur Berry ×3	Babiri Berry ×3	Chilan Berry ×3

*Ditto acts as a wild card.

Battle Tower



Battle Tower rules

Battle types
- Single Battle
- Double Battle
- Multi Battle (link)
- Wi-Fi Battle Room

Entry-level options
- Level 50

BP received
- Normal

Pokémon allowed

Single Battle	3 (all from different species)
Double Battle	4 (all from different species)
Items	No duplicate held items

Number of matches per challenge
- 7

Wins to get a commemorative print
- Silver Print: 21 consecutive wins
- Gold Print: 49 consecutive wins

Prohibited Pokémon

Mewtwo, Mew, Ho-Oh, Lugia, Celebi, Kyogre, Groudon, Rayquaza, Jirachi, Deoxys, Dialga, Palkia, Giratina, Phione, Manaphy, Darkrai, Shaymin, Arceus, Eggs

Seven Trainers enter the Battle Room, but only one leaves a winner

The Battle Tower hosts the most standard battles in the Battle Frontier. To survive each round, defeat seven Trainers in a row as you try to increase your consecutive win total. Since the battles are standard ones, use the same strategies for your Pokémon teams and moves as you would in a regular battle. Your opponent's Pokémon only get tougher as you advance, so you'll need all of your smarts and experience as a Trainer to fight your way to the top.



Battle Tower Feature 1: The more you fight, the tougher your opponents get

The Pokémon you face will increase in strength, depending on how many rounds you've already completed. In the first round, your opponents tend to be speedy Pokémon. In the second round, you'll see Pokémon using held items. And in the third round, expect to battle Pokémon with clever combos. Check out some of their tricks below so you'll be prepared to take them on.

Typical Pokémon for each round

Round 1 — Light, fast Pokémon
- Pachirisu — Electric
- Yanma — Bug / Flying
- Treecko — Grass
- Elekid — Electric

Round 2 — Holding useful items
- Chansey — Normal — Sitrus Berry
- Bellossom — Grass — Petaya Berry
- Swalot — Poison — Black Sludge
- Swellow — Normal / Flying — Toxic Orb

Round 3 — Strategic battle combos
- Kecleon — Normal — Move: Trick + Item: Choice Scarf
- Relicanth — Water / Rock — Move: Rest + Item: Chesto Berry

Battle Tower Feature 2: Take a bow for racking up lots of consecutive wins

Unlike other areas of the Battle Frontier, the Battle Tower rewards you with Ribbons once you meet certain conditions. Single Battle mode isn't the only way to win a Ribbon. You'll also get Ribbons for winning Double Battles, or for winning Multi Battles in the Wi-Fi Battle Room. Collect these trophies and show your friends who's boss (p. 47).



Ribbons awarded

Ribbons	When awarded
Ability Ribbon	Defeat the Tower Tycoon in Single Battle (1st match)
Great Ability Ribbon	Defeat the Tower Tycoon in Single Battle (2nd match)
Double Ability Ribbon	Win 50 consecutive Double Battles
Multi Ability Ribbon	Win 50 consecutive Multi Battles
Pair Ability Ribbon	Win 50 consecutive Multi Battles (over wireless)
World Ability Ribbon	Reach Rank 5 in the Wi-Fi Battle Room

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Battle Tower Strategy Tip: To beat the Battle Tower, design a strategic team

With seven battles in each Battle Tower challenge round, the composition of your team is a deciding factor. You can only use three Pokémon, and they have to be able to keep up with all the Pokémon you'll be facing. Here are four main points to consider when assembling your Pokémon team.

Point 1 High Speed lets you take the initiative

You'll want Pokémon with high Speed, because getting in the first move is the key to victory: do unto others with damage and status conditions before they can do unto you. You can also equip the Quick Claw to get the same effect.

● Examples of Pokémon with high Speed stats


Xatu — Psychic / Flying


Weavile — Dark / Ice


Yanmega — Bug / Flying

Point 2 Use a diverse set of move types

Victory or defeat can also hinge on whether you have effective move types to match your foe. Make sure each of your Pokémon is equipped with a variety of move types.

● Examples of Pokémon with a good variety of move types


Salamence — Dragon / Flying

● Learned Moves: Dragon Claw, Flamethrower, Earthquake, Aerial Ace


Lucario — Fighting / Steel

● Learned Moves: Aura Sphere, Psychic, Dark Pulse, Shadow Ball

Point 3 Minimize your type weaknesses

Your opponents benefit from type advantages just as much as you do. Don't give them an opening! Build a team with few type weaknesses. Here's another tip. You can use the Magnet Rise move to make your Pokémon immune to Ground-type moves.

● Examples of Pokémon with few type weaknesses


Spiritomb — Ghost / Dark

● Type weaknesses: (none)


Bronzong — Steel / Psychic

● Type weaknesses: Fire

*If it has the Levitate Ability


Regigigas — Normal

● Type weaknesses: Fighting

Point 4 Use moves and Abilities to inflict status conditions

Hit your opponent with conditions such as confusion, infatuation, or paralysis, and you've already won half the battle. Both moves and Abilities can inflict status conditions on your foe.

● Examples of Pokémon with moves and Abilities that cause status conditions


Roserade — Grass / Poison

● Moves: Toxic, Swagger

● ABILITY: Poison Point


Wigglytuff — Normal

● Move: Sing

● ABILITY: Cute Charm

From the 22nd match onward: Now you'll face even stronger Pokémon

In your 21st match, you'll face Palmer, the Tower Tycoon. From that point on, you'll battle Pokémon that are tougher than any of the ones you've seen so far. Sure, they have high stats, but the big danger is in the way they combine items and moves. If you have trouble getting past them, have your Pokémon hold the Muscle Band or Choice Specs.


Charizard — Fire / Flying


Alakazam — Psychic


Steelix — Steel / Ground


Tyranitar — Rock / Dark


Mismagius — Ghost


Tangrowth — Grass

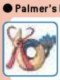
Tower Tycoon Palmer



Team 1 (21st match) — Grass- and Ice-type moves are effective

Palmer's first team is all final Evolutions, so of course they have strong stats. You can still do serious damage by hammering on his Pokémon's weaknesses with Grass- or Ice-type moves.

● Palmer's Pokémon


Milotic — Water

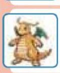
● Surf
● ???
● Ice Beam
● Hypnosis

Effective move types: Grass, Electric


Rhyperior — Ground / Rock

● ???
● Crunch
● Earthquake
● Roar

Effective move types: Grass, Water, Ice, Fighting, Ground, Steel


Dragonite — Dragon / Flying

● Dragon Claw
● Thunder Wave
● Aerial Ace
● ???

Effective move types: Ice, Rock, Dragon

Team 2 (49th match) — Fighting-type moves help you fight to the finish

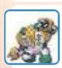
Palmer's second team consists of rare and powerful Pokémon, but they also tend to be weak against Fighting-type moves. Bring Pokémon with moves like Close Combat and Brick Break to hit them where it counts.

● Palmer's Pokémon


Heatran — Fire / Steel

● Magma Storm
● Earth Power
● Flash Cannon
● ???

Effective move types: Ground, Water, Fighting


Regigigas — Normal

● Crush Grip
● ???
● Earthquake
● Drain Punch

Effective move types: Fighting

???

● ???
● ???
● ???
● ???

Effective move types: (none shown)



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Battle Factory



Battle Factory rules

Battle types
Single Battle
Double Battle
Multi Battle (link)

Number of matches per challenge
7

Wins to get a commemorative print
Silver Print: 21 consecutive wins
Gold Print: 49 consecutive wins

Entry-level options
Level 50
Open Level

BP received
High

Swap rental Pokémon to create a tough team

The Battle Factory rents out Pokémon for you to use in battle. To turn them into a winning team, you'll need to swap rental Pokémon between battles. This format tests your knowledge of Pokémon types, moves, and Abilities. Just keep trying as many times as it takes, building up experience while advancing through the ranks.



Battle Factory Strategy Tip: Hear clues about your opponent before choosing your rental Pokémon

The Battle Factory staff members drop hints about your upcoming opponents, and you should use those hints to decide which Pokémon to swap or keep. But you'll need your own strategy, too. For example, plan to lead off with a Pokémon who has a type advantage against your opponent.

Staff hints about your Single Battle opponent

Challenge Round	Hint
1st round	Names of all three Pokémon
2nd round	Names of two of the three Pokémon
3rd round	The lead Pokémon's name and one of its moves
4th round	One of the lead Pokémon's moves, but not the name of the Pokémon itself
5th round onward	The most common type on the team of three Pokémon. If no two types are the same, you're told that there's no preferred type.

Staff hints about your Double Battle or Multi Battle opponent

Challenge Round	Hint
1st round	Names of all four Pokémon
2nd round	Names of the first two Pokémon in the opposing team
3rd round	Names of the first two Pokémon in the opposing team, and one move that each of those two knows
4th round	A single move known by one of the first two Pokémon in the opposing team, but no Pokémon names
5th round onward	The most common type on the team of four Pokémon. If it's a tie between two types, you'll be told one of the types. If no types are the same, you're told that there's no preferred type.

Make more trades to get stronger rental Pokémon

How do you get the strongest selection of Pokémon to pick from at the start of each round? If you make lots of trades during your current challenge, you'll be offered more powerful Pokémon on the next round.



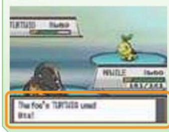
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Battle Factory Strategy Tip: Turn your toughest opponents into your strongest teammates

After each Battle Factory match, you can trade a Pokémon from your party for one of your opponent's Pokémon. Pay close attention during battle to scope out your opponent's moves, Abilities, and items. But pay attention to the composition of your own team, too. If you end up with multiple Pokémon of the same type, you're just asking to get wiped out by a Pokémon who's super effective against your team.

Choose Pokémon you can use in upcoming battles

1 Study your opponent carefully



Look closely

Does the Pokémon have moves that play up its strengths? What item is it holding? These are important things to know.

2 Pick up hints on your next opponent



Look closely

Select Pokémon that will come in handy in the next match. Plan your strategy around the tips you hear from the staff.

Strategy example: selecting Pokémon with an overall team in mind

1 Pokémon for fast battles

Choose a Pokémon with a variety of attack moves

You'll want a Pokémon with high Attack or Sp. Attack, good for taking out foes as fast as possible. A wide spread of attack move types is also ideal, so you can pounce on as many type weaknesses as possible. Don't sweat it if the Pokémon has low Defense, Sp. Defense, or Speed, because these battles are going to be fast and furious.



Cacturne combines high Sp. Attack with strong Grass- and Dark-type special moves.

2 Pokémon for endurance

Choose Pokémon that can take hits as well as dish them out

Your team isn't complete without a Pokémon that has high Defense or Sp. Defense. Anticipate your foe's attacks, then switch in your defensive Pokémon to absorb them. Attack power isn't as important, but do look for moves that inflict status conditions or sure-hit moves to chip away at your opponent.

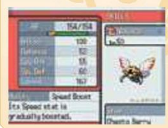


Swalot has high Defense and Sp. Defense. As an added bonus, it's immune to poison.

3 Pokémon for support

Choose Pokémon with good support moves

Things get more interesting when you factor in Pokémon with useful support moves. Take Ninjask, for example: its Sand Veil can lower a foe's accuracy, protecting you against foes with powerful attack moves. These support moves can be crucial to victory at the Battle Factory.



Ninjask is fast and uses support moves to help teammates or foil foes.

From the 22nd match onward: You'll be facing foes with impressive stats

After you beat Factory Head Thorton in the 21st match, opposing Pokémon will have more powerful stats and moves. On the other hand, that means you can swap those tough Pokémon into your own party. Keep up the winning streak by thinking ahead. Anticipate your foes' attacks, pinpoint their weaknesses, and make smart trades.













Factory Head Thorton



1st time (21st match) — Trade up to a team that can beat Thorton

Just like you, Thorton uses rental Pokémon. You won't know in advance what his Pokémon are or what strategy he's using. But in the third-round build-up to the match, trade Pokémon to create a versatile team that can take on all comers.

● Thorton's Pokémon

Pokémon	Moves	Effective move types
? ???	??? / ??? / ??? / ???	
? ???	??? / ??? / ??? / ???	
? ???	??? / ??? / ??? / ???	

2nd time (49th match) — Keep trading until you have a winning team

Thorton's Pokémon lineup changes each time you face him. During your previous rounds, trade as much as you can so that you'll have stronger Pokémon to choose from at the start of the 7th round. Don't give up! Keep trying and aim to face Thorton with the best team possible.

● Thorton's Pokémon

Pokémon	Moves	Effective move types
? ???	??? / ??? / ??? / ???	
? ???	??? / ??? / ??? / ???	
? ???	??? / ??? / ??? / ???	

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Battle Arcade



Battle Arcade rules

● Battle types

- Single Battle
- Double Battle
- Multi Battle (link)

● Entry-level options

- Level 50

● BP received

- Low

● Pokémon allowed

Single Battle	3 (all from different species)
Double Battle	4 (all from different species)
Items	None allowed

● Number of matches per challenge

7

● Wins to get a commemorative print

- Silver Print: 21 consecutive wins
- Gold Print: 49 consecutive wins

● Prohibited Pokémon

Mewtwo, Mew, Ho-Oh, Lugia, Celebi, Kyogre, Groudon, Rayquaza, Jirachi, Deoxys, Dialga, Palkia, Giratina, Phione, Manaphy, Darkrai, Shaymin, Eggs

The wheel of chance sets the battle in motion

Battles at the Battle Arcade revolve around a giant game board that acts like a roulette wheel. The game board helps steer the flow of battle, handing out advantages or handicaps to you and your opponent. But, even when the chips are down, you can overcome a handicap by dialing up an advantage on your next turn at the board.





Abilities and types that can avoid status conditions

To negate a poisoning event
ABILITY ● Immunity
Types ● Steel, Poison

To negate a freezing event
ABILITY ● Magma Armor
Type ● Ice

To negate a burn event
ABILITY ● Water Veil
Type ● Fire

To negate a sleep event
ABILITY ● Insomnia, Vital Spirit
Type ● None

To negate a paralyzing event
ABILITY ● Limber
Type ● Ground

● Events

Events	Target	Effect	Duration
Lowers foe's HP	Foe	Lowers three Pokémon's HP by 20%[1]	1 battle
Poisons foe	Foe	Poisons three Pokémon[1]	1 battle
Paralyzes foe	Foe	Paralyzes three Pokémon[1]	1 battle
Burns foe	Foe	Burns three Pokémon[1]	1 battle
Puts foe to sleep	Foe	Puts one Pokémon to sleep	1 battle
Freezes foe	Foe	Freezes one Pokémon	1 battle
Foes get Berries	Foe	All three Pokémon hold the same Berry[1]	Entire round
Foes get items	Foe	All three Pokémon have the same held item[1]	Entire round
Foes level up	Foe	All three Pokémon go up by 3 levels[1]	1 battle
Lowers your HP	Player	Lowers the HP of your three Pokémon by 20%[1]	1 battle
Poisons your Pokémon	Player	Poisons your three Pokémon[1]	1 battle
Paralyzes your Pokémon	Player	Paralyzes your three Pokémon[1]	1 battle
Burns your Pokémon	Player	Burns your three Pokémon[1]	1 battle
Makes your Pokémon sleep	Player	Makes one of your Pokémon Asleep	1 battle
Freezes your Pokémon	Player	Freezes one of your Pokémon	1 battle
Your Pokémon get Berries	Player	All three of your Pokémon hold the same Berry[1]	Entire round
Your Pokémon get items	Player	All three of your Pokémon have the same held item[1]	Entire round
Your Pokémon level up	Player	All three of your Pokémon go up by 3 levels[1]	1 battle
Sunny	—	Battle in the Sunny weather condition	1 battle
Rain	—	Battle in the Rain weather condition	1 battle
Sandstorm	—	Battle in the Sandstorm weather condition	1 battle
Hail	—	Battle in the Hail weather condition	1 battle
Fog	—	Battle in dense fog	1 battle
Trick Room	—	Battle under Trick Room conditions	1 battle[3]
Pokémon swap	—	You and your foe swap teams, then battle	1 battle
Speed↑	—	Speeds up the game board	Entire round
Speed↓	—	Slow down the game board	Entire round
Random	—	Game board's motion becomes random[2]	Entire round
Get some BP	—	Receive some BP and continue battling	1 battle
No battle	—	Move on to the next game without battling	1 battle
No effect	—	Battle with no event	1 battle
Get lots of BP	—	Receive lots of BP and continue battling	1 battle

[1] Events that affect three Pokémon will affect all four Pokémon during a wireless or Wi-Fi Multi Battle
[2] Speed↑ and Speed↓ effects are cumulative
[3] Trick Room lasts for five turns

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Battle Arcade Strategy Tip: Make your own luck and turn the tide of battle

The Battle Arcade is all about luck, but if you know how to work the game board, you can make sure fortune always favors you. Even your strongest team can be undone by a few unlucky turns on the game board, so protect yourself with the techniques below.

Seven ways to turn the game board to your advantage

1 Memorie the events



You can't master the board if you don't know what the icons mean. Check page 116 so you know what the events are before you hit the button.

2 Perfect your timing



Press the button when the cursor highlights the event you want. With practice, you should be able to stop the game board right where you want it.

3 Give your side a boost



Once your timing is good, you can stop the game board on events that help your team. This gives you a better shot at winning battles.

4 Handicap your foes



You can also play rough by dishing out handicaps to your opponents. You can hit them with anything from Poison to totally Burned.

5 Use the weather



Some events can change the weather. Battling in the right weather condition powers up certain moves and Pokémon.

6 Avoid status conditions



Use Abilities and moves to negate any status conditions caused by events. Try using Pokémon with the Abilities mentioned on page 116.

7 Use different types of Pokémon



The lucky seventh tip works for all areas of the Battle Frontier. Build a team that uses different types of Pokémon. If a team only has Pokémon of the same type, foes can easily pick it apart by using supereffective moves. Diversity is the key to survival, and that applies to move sets as well as to Pokémon.



From the 22nd match onward: You'll start to see Pokémon in their final evolved forms

After your first battle with Arcade Star Dahlia, the opposition gets much harder. Many of the Pokémon you'll face are in their final evolved forms, packing powerful moves to match. If you're having trouble here, switching around your team's order may do the trick. If you still can't advance, it could be time to go back and train up your Pokémon.



Pokémon	Type 1	Type 2
Torterra	Grass	Ground
Mothim	Bug	Flying
Nidoking	Poison	Ground
Poliwrath	Water	Fighting
Fearow	Normal	Flying
Dusclops	Ghost	

Arcade Star Dahlia



1st battle (21st match) — Matching type weaknesses

In this first encounter, Dahlia's Pokémon have similar type weaknesses: Poison, Flying, and Ghost. Victory shouldn't pose a huge challenge as long as your Pokémon have the right moves, and as long as luck doesn't go against you.

Dahlia's Pokémon

Pokémon	Moves	Type	Effective move types
Ludicolo	Waterfall, Drain Punch, Razor Leaf, ???	Water / Grass	Poison, Flying, Bug
Dusknoir	Shadow Punch, Will-O-Wisp, ???, Trick Room	Ghost	Ghost, Dark
Medicham	Zen Headbutt, ???, Endure, Fake Out	Fighting / Psychic	Flying, Ghost

2nd battle (49th match) — No easy type weaknesses to eploit, so just do your best

Your second battle with Dahlia is nothing like the first. Now her Pokémon don't have any common type weaknesses, and they all have powerful moves. You'll have to earn this victory, but it doesn't hurt to use the game board to hand yourself an advantage.

Dahlia's Pokémon

Pokémon	Moves	Type	Effective move types
???	???, ???, ???, ???		
Togekiss	Hyper Beam, Aura Sphere, Air Slash, ???	Normal / Flying	Electric, Ice, Rock
Blaziken	Flare Blitz, ???, Superpower, Night Slash	Fire / Fighting	Water, Ground, Flying, Psychic

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Battle Castle



Battle Castle rules

Battle types
- Single Battle
- Double Battle
- Multi Battle (link)

Pokémon allowed

Single Battle	3 (all from different species)
Double Battle	3 (all from different species)
Items	None allowed

Entry-level options
- Level 50

BP received
- Normal

Number of matches per challenge
- 7

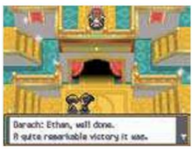
Wins to get a commemorative print
- Silver Print: 21 consecutive wins
- Gold Print: 49 consecutive wins

Prohibited Pokémon

Mewtwo, Mew, Ho-Oh, Lugia, Celebi, Kyogre, Groudon, Rayquaza, Jirachi, Deoxys, Dialga, Palkia, Giratina, Phione, Manaphy, Darkrai, Shaymin, Arceus, Eggs

Use Castle Points to get ahead

At Battle Castle, Castle Points (CP) are used to restore HP, rent held items, and otherwise boost your team. You start with 10 CP and get more along the way by winning battles, with additional CP awarded when certain conditions are met. If you win a match without taking damage or acquiring any status conditions, for instance. The more CP you earn, the greater your advantage in the battles ahead.



Battle Castle Feature: Battle events determine the amount of CP earned

Check these charts to see how many CP you get for various battle feats, and the ways for you to spend those hard-earned points.

Earning CP

Battle Feat	CP
No. of Pokémon that have not fainted	No. x3 CP
No. of Pokémon with full HP	No. x3 CP
No. of Pokémon with more than half HP remaining	No. x2 CP
No. of Pokémon with less than half HP remaining	No. x1 CP
No. of Pokémon with no status conditions	No. x1 CP
You used a total of 5 PP or less	8 CP
You used a total of 10 PP or less	6 CP
You used a total of 15 PP or less	4 CP
No. of your foe's Pokémon that received +5 Lv	No. x7 CP

Using CP

CP needed to raise your rank

Category	Rank	CP Used	Actions Allowed
Recovery	Level 1	—	Restore one Pokémon's HP
	Level 2	100 CP	Restore one Pokémon's PP
	Level 3	100 CP	Restore one Pokémon's HP and PP at the same time
Item	Level 1	—	Rent Berries (8 kinds available)
	Level 2	100 CP	Rent Berries (8 kinds) and items (12 kinds)
	Level 3	150 CP	Rent Berries (32 kinds) and items (27 kinds)
Info	Level 1	—	Check your opponent's stats, Abilities, etc.
	Level 2	50 CP	Check your opponent's moves

Party recovery with CP

Action	Rank	CP Used
HP recovery	Level 1	10 CP
PP recovery	Level 2	8 CP
Full recovery	Level 3	12 CP

Using CP on opponents

Action	Rank	CP Used
Examine	Level 1	1 CP
+5 Lv	Level 1	1 CP
–5 Lv	Level 1	15 CP
Strength	Level 1	2 CP
Move	Level 2	5 CP

Other

Action	Rounds	CP Used
Pass	4 rounds	50 CP

CP needed to raise your rank

Item	Rank	CP Used
Cheri Berry	Level 1	2 CP
Chesto Berry	Level 1	2 CP
Pecha Berry	Level 1	2 CP
Rawst Berry	Level 1	2 CP
Aspear Berry	Level 1	2 CP
Persim Berry	Level 1	2 CP
Lum Berry	Level 1	5 CP
Sitrus Berry	Level 2	5 CP
King's Rock	Level 2	10 CP
Quick Claw	Level 2	15 CP
Power Herb	Level 2	5 CP
Shell Bell	Level 2	15 CP
Metronome	Level 2	10 CP
Light Clay	Level 2	10 CP
Grip Claw	Level 3	10 CP

Item	Rank	CP Used
Big Root	Level 2	10 CP
Toxic Orb	Level 2	10 CP
Flame Orb	Level 2	10 CP
Light Ball	Level 2	15 CP
Thick Club	Level 2	15 CP
Liechi Berry	Level 3	5 CP
Ganlon Berry	Level 3	5 CP
Salac Berry	Level 3	5 CP
Petaya Berry	Level 3	5 CP
Apicot Berry	Level 3	5 CP
Lansat Berry	Level 3	5 CP
Starf Berry	Level 3	5 CP
Occa Berry	Level 3	5 CP
Passho Berry	Level 3	5 CP
Wacan Berry	Level 3	5 CP

Item	Rank	CP Used
Rindo Berry	Level 3	5 CP
Yache Berry	Level 3	5 CP
Chople Berry	Level 3	5 CP
Kebia Berry	Level 3	5 CP
Shuca Berry	Level 3	5 CP
Coba Berry	Level 3	5 CP
Payapa Berry	Level 3	5 CP
Tanga Berry	Level 3	5 CP
Charti Berry	Level 3	5 CP
Kasib Berry	Level 3	5 CP
Haban Berry	Level 3	5 CP
Colbur Berry	Level 3	5 CP
Babiri Berry	Level 3	5 CP
Chilan Berry	Level 3	5 CP
White Herb	Level 3	5 CP

Item	Rank	CP Used
Focus Band	Level 3	15 CP
Focus Sash	Level 3	10 CP
Leftovers	Level 3	20 CP
BrightPowder	Level 3	20 CP
Scope Lens	Level 3	20 CP
Wide Lens	Level 3	20 CP
Zoom Lens	Level 3	20 CP
Choice Band	Level 3	20 CP
Choice Specs	Level 3	20 CP
Choice Scarf	Level 3	20 CP
Muscle Band	Level 3	20 CP
Wise Glasses	Level 3	20 CP
Expert Belt	Level 3	20 CP
Life Orb	Level 3	20 CP

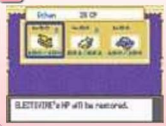
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Battle Castle Strategy Tip — Know how to use Castle Points effectively

Castle Points (CP) are your lifeline here, and not just because they allow you to recover HP and PP. You'll also need them to check out your opponents, rent useful battle items, and more. Get the hang of accumulating CP so you'll have enough to cover your bases in any situation.

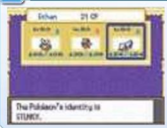
How to use CP

1 Heal your Pokémon



CP are used to heal your Pokémon's HP. As your rank increases, you gain the ability to restore PP, or recover both HP and PP at once.

2 Take a sneak peek at the opposition



You can also use CP to see what Pokémon your next opponent will use. Raise your rank and you can spend CP to check out their moves, too.

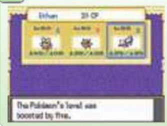
How to earn CP

1 Flawless victory



You'll earn more CP if, at the end of battle, your Pokémon are barely injured or free of status conditions.

2 Give yourself a handicap



CP can be spent to raise or lower an opponent Pokémon's level by 5. Raising your opponent's level earns you extra CP, if you win, of course.

3 Make all the right moves



Staraptor
Normal Flying
Move
● Quick Attack

When you battle, keep your Pokémon's HP as high as you can. Each fainted Pokémon means less CP for you. If your foe is low on HP, take the initiative and try to knock it out before it can damage you.

4 Take care when choosing a move set

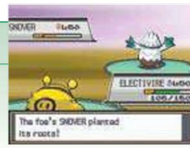


Gengar
Ghost Poison
Move
● Shadow Punch

Finish a battle with plenty of HP remaining and you'll earn yourself extra CP. To do that, your Pokémon need move sets that can adapt to various foes. For instance, having a sure-hit move like Shadow Punch is perfect for countering an opponent with high evasion.

Watch out for Pokémon who use healing moves

There's nothing as annoying as an opponent who uses healing moves in battle. If the fight drags on, your Pokémon stand to take more damage. Have your own recovery moves and items handy so you can use them for yourself.



From the 22nd match onward — Strong attacks and status-changing moves

From Jynx's sleep-inducing Lovely Kiss to Golem's Sandstorm, which whips the weather into a Sandstorm, expect to see not only tougher attack moves but pesky status moves as well. Your team will need moves and items to heal HP and cure any status woes.

Salamence

Dragon Flying

Flygon

Ground Dragon

Nidoking

Poison Ground

Jynx

Ice Psychic

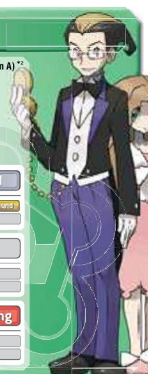
Golem

Rock Ground

Mismagius

Ghost

Castle Valet Darach



1st round (21st match) — Knowing will be half the battle (Pattern A) *1

The first time you face Darach, his team attacks with moves like Fire Fang, which has a 10% chance of burning you, or Aerial Ace, which always hits. Prepare by using CP to restore your HP and check out his team's complete move set.

Darach's Pokémon

	Pokémon	Moves	Type	Effective move types
	Houndoom	Fire Fang, Thunder Fang, ???, Endure	Dark / Fire	Water, Fighting, Ground, Rock
	Staraptor	???, Aerial Ace, Endure, Quick Attack	Normal / Flying	Electric, Ice, Rock
	Empoleon	???, Metal Claw, Brick Break, Knock Off	Water / Steel	Electric, Fighting, Ground

2nd round (49th match) — Put up a strong defense (Pattern A) *2

The second time you face Darach, he has a Gallade with high Attack. If it lands a hit, it's going to do serious damage. Counter by putting strong defensive Pokémon in your party, and use BrightPowder to raise evasion.

Darach's Pokémon

	Pokémon	Moves	Type	Effective move types
	Empoleon	Hydro Cannon, Flash Cannon, Drill Peck, ???	Water / Steel	Electric, Fighting, Ground
?	???	???, ???, ???, ???		
	Gallade	Psycho Cut, Close Combat, ???, Night Slash	Psychic / Fighting	Flying, Ghost

*1 In Pattern B, Houndoom has the moves Fire Fang, Crunch, Roar, and ???. Staraptor has Return, Aerial Ace, Double Team, and ???. Empoleon has ???, Aqua Jet, Shadow Claw, and Rock Slide.
*2 In Pattern B, Empoleon has the moves Surf, ???, Blizzard, and Signal Beam. Gallade has Psycho Cut, ???, Aerial Ace, and X-Scissor.



Battle Hall



Battle Hall rules

Battle types
- Single Battle
- Double Battle
- Multi Battle (link)

Entry-level options
- Lv. 30 to Lv. 100

BP received
- Low

Pokémon allowed

Single Battle	1
Double Battle	2
Items	Yes

Number of matches per challenge
- 10

Wins to get a commemorative print
- Silver Print: 50 consecutive wins
- Gold Print: 170 consecutive wins

Prohibited Pokémon

Mewtwo, Mew, Ho-Oh, Lugia, Celebi, Kyogre, Groudon, Rayquaza, Jirachi, Deoxys, Dialga, Palkia, Giratina, Phione, Manaphy, Darkrai, Shaymin, Arceus, Eggs

Any Pokémon over Lv. 30 can enter, so bring your favorite Pokémon!

The Battle Hall lets you pick your preferred type of foe for each battle. You can enter any Pokémon above Lv. 30, so step up with your personal favorite. Single Battles are one-on-one, and Double and Multi Battles are two-on-two. You can't switch out Pokémon during battle, so winning depends on how you handle types that are super effective against your Pokémon.



Battle Hall Feature 1: There are 17 types, with 10 Ranks in each type

You can pick your foe from any of the 17 types. Each type starts at Rank 1, and you move up a rank each time you win. The Ranks top out at 10, but you'll face formidable Pokémon as soon as you hit Rank 8.



You decide who you want to battle

Once you win a battle, you return to the selection screen and choose your next opponent.

Battle Hall Feature 2: Raise your win-streak record and get BP

Your total win-streak record is your overall number of consecutive Battle Hall wins. So if your Infernape and Empoleon each win 10 battles in a row, your total win-streak record is 20. Enter lots of different Pokémon at the Battle Hall, because you'll get BP as your win-streak record increases.



You can ask about your record

To learn about your win-streak record, talk to the employee by the entrance to the tournament.



BP awarded for your total win-streak record

Total Win-Streak Record	BP Awarded
10	1
30	3
50/100/150/200/250/300/350/400/450	5
500/600/700/800/900/1,000	10
1,200/1,400/1,600/1,800	30
2,000/2,500/3,000/3,500/4,000/4,500/5,000/5,500/6,000/6,500 7,000/7,500/8,000/8,500/9,000/9,500	50
10,000	100
20,000	200
30,000	300
40,000	400
50,000	500
60,000	600
70,000	700
80,000	800
90,000	900
100,000	1,000

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Battle Hall Feature 1 — Strategies for raising your consecutive win count

To raise your total of consecutive wins, you need ways to beat all 10 Ranks of the Pokémon types that are super effective against your chosen Pokémon. Don't put it off, because your opponents' levels rise as you win more battles. Plan out the order of your battles in advance. Luck plays a part, too: the exact Pokémon you'll face is determined randomly for every match.

Key strategy points

1 Learn moves that cover your weaknesses



When your Pokémon's type is weak against its foe, your odds are better if your Pokémon has a move that's super effective against the foe.

2 Use a variety of move types



Aim for a moveset with at least three different types of moves. You'll also want those moves to have high attack power.

3 Use held items



Every 10 wins, you can choose a held item for your Pokémon. One smart trick is to choose a Berry that lessens the damage your Pokémon takes from supereffective attacks.

Recommended items

Occa Berry	Passho Berry	Wacan Berry
Rindo Berry	Yache Berry	Chople Berry
Kebia Berry	Shuca Berry	Coba Berry
Payapa Berry	Tanga Berry	Charti Berry
Kasib Berry	Haban Berry	Colbur Berry
Babiri Berry	Chilan Berry	Lum Berry
Leftovers	Shell Bell	BrightPowder
Scope Lens	Quick Claw	King's Rock

4 Get the hardest types out of the way first



Your opponents rise in level as your win-streak increases. Take out the harder types first. That way, your later battles will be ones where you have a type advantage.

Recommended order for battling the 17 types

1. Pokémon's type weakness
2. No Pokémon type advantage + No move type advantage
3. No Pokémon type advantage + Move type advantage
4. Pokémon type advantage + No move type advantage
5. Pokémon type advantage + Move type advantage

Win over the fans as your total win-streak record rises



Serena Winston

Check with your fans to see how you're doing. If your hero is a boy, your fan is Serena. If your hero is a girl, it's Winston.



Fan Serena/Winston



She/he appears at different spots in the Hall lobby. See what different things she/he has to say.

Visiting Fans



Some familiar visitors will stop by the lobby to cheer you on. If your total win-streak is 500 or more, it's Lyra/Ethan; 1,000 or more, it's Lyra/Ethan or your mom; and at 10,000 or more, you'll see Lyra/Ethan, your mom, Professor Oak, or Whitney.

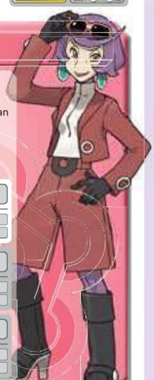
From the 51st match onward — Now your opponents' levels are close to your own

By the time you've beaten Hall Matron Argenta in your 50th match, opponents in Ranks 1 through 7 shouldn't pose much of a problem. But regardless of type, your foes in Ranks 8 through 10 will be extremely tough. And as your consecutive win total goes up, their level does, too! You can pick a held item every 10 wins, so choose carefully and stay on your toes.





Hall Matron Argenta



1st round (50th match) — The opposing team is randomly selected

Argenta appears after you've chosen the type of opponent you want for your 50th match. She can send out any type of Pokémon, even if it's not the type you just requested. Defeating her may be tough, but keep coming back to challenge her until you win.

Argenta's Pokémon

?

???
- ???
- ???
- ???
- ???

Effective move types

Effective move types

Effective move types

2nd round (170th match) — Battle with all your might

Once again, Argenta can use any type of Pokémon here. All you can count on is that her team is stronger than the last one you faced. Cross your fingers and hope that she uses types that are weak against your Pokémon.

Argenta's Pokémon

?

???
- ???
- ???
- ???
- ???

Effective move types

Effective move types

Effective move types

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Crown Your Pokémon

Stop and talk to your Pokémon when walking through tall grass, and you just might find a Shiny Leaf. There are five kinds of Shiny Leaf (referred to here as A through E) to collect, and you'll get a shining crown for your Pokémon if you collect them all.

Take a walk with your Pokémon to find a Shiny Leaf

If you have a strong friendship with your Pokémon, and it is in a good mood, it just might find a Shiny Leaf when you talk to it in the tall grass. It can only get one of each type of Shiny Leaf.



Look for Shiny Leaves in the tall grass

Your Pokémon's Nature determines where you'll find Shiny Leaves and what type of Shiny Leaf you'll find.

Collect all five to get a crown

Once your Pokémon has found all five kinds of Shiny Leaf, return to New Bark Town. Talk to Lyra/Ethan to have the Leaves woven into a crown.

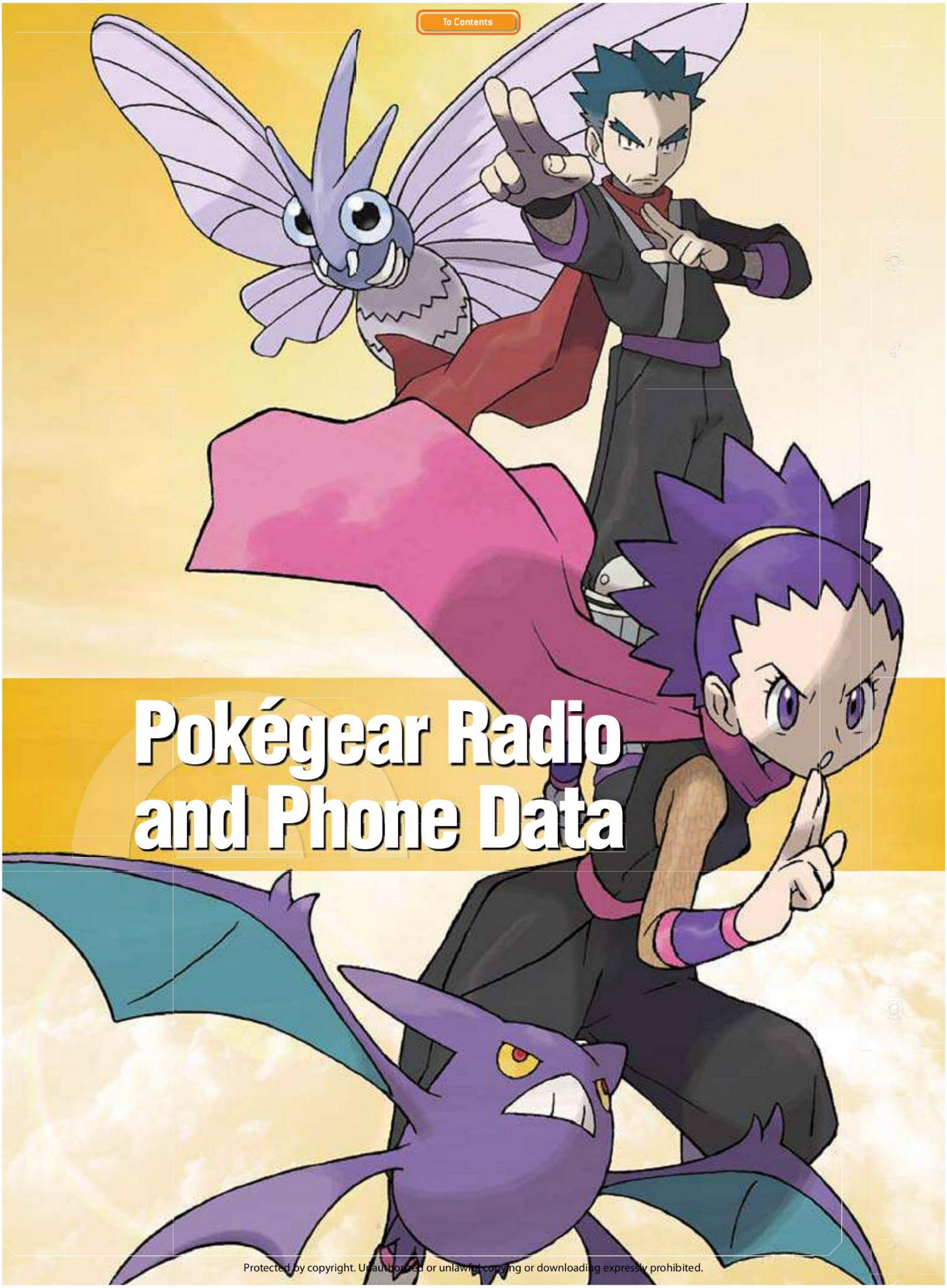


Where to find Shiny Leaves

Nature	Location	Kind
Adamant Hardy Bold Brave	Route 42	A
	Route 37	B
	Route 22 Route 46	C
	Route 15	D
	Route 9 Route 24	E
Rash Mild Quirky Hasty	Route 44	A
	Route 39	B
	Route 26	C
	Route 18	D
	Route 11	E
Timid Lonely Bashful	Route 43	A
	Route 38	B
	Route 27	C
	Route 16	D
	Route 10 Route 25	E

Nature	Location	Kind
Calm Gentle Lax Relaxed	Route 32	A
	Route 35 Route 48	B
	Route 2 Route 28	C
	Route 4	D
	Route 6	E
Careful Docile Modest Serious Quiet	Route 33	A
	Route 36	B
	Route 45	C
	Route 7	D
	Route 8 Route 13 Route 14	E
Sassy Naive Naughty Jolly Impish	Route 31	A
	Route 34 Route 47	B
	Route 1	C
	Route 3	D
	Route 5	E





Pokégear Radio and Phone Data

To Contents



Radio Schedule (Pre-Hall of Fame)

Before you enter the Hall of Fame, there are eight different programs you can hear on the radio, such as the Pokémon march and Buena's Password. To listen, get the Radio Card to upgrade your Pokégear in Goldenrod City.

Pokémon Music Channel

Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	1	2	1	2	1	2	1
1–2 A.M.	1	2	1	2	1	2	1
2–3 A.M.	1	2	1	2	1	2	1
3–4 A.M.	1	2	1	2	1	2	1
4–5 A.M.	1	2	1	2	1	2	1
5–6 A.M.	1	2	1	2	1	2	1
6–7 A.M.	1	2	1	2	1	2	1
7–8 A.M.	1	2	1	2	1	2	1
8–9 A.M.	1	2	1	2	1	2	1
9–10 A.M.	1	2	1	2	1	2	1
10–11 A.M.	1	2	1	2	1	2	1
11 A.M. – 12 P.M.	1	2	1	2	1	2	1
12–1 P.M.	1	2	1	2	1	2	1
1–2 P.M.	1	2	1	2	1	2	1
2–3 P.M.	1	2	1	2	1	2	1
3–4 P.M.	1	2	1	2	1	2	1
4–5 P.M.	1	2	1	2	1	2	1
5–6 P.M.	1	2	1	2	1	2	1
6–7 P.M.	1	2	1	2	1	2	1
7–8 P.M.	1	2	1	2	1	2	1
8–9 P.M.	1	2	1	2	1	2	1
9–10 P.M.	1	2	1	2	1	2	1
10–11 P.M.	1	2	1	2	1	2	1
11 P.M. – 12 A.M.	1	2	1	2	1	2	1

Program descriptions

1 Pokémon march

A lively marching tune. Play this when you're walking in tall grass or caves to raise your wild Pokémon encounter rate.

2 Pokémon lullaby

A gentle, sleep-inducing melody. Play this when you're walking in tall grass or caves to lower your wild Pokémon encounter rate.

Pokémon Channel

Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	3	3	3	3	3	3	3
1–2 A.M.	3	3	3	3	3	3	3
2–3 A.M.	3	3	3	3	3	3	3
3–4 A.M.	3	3	3	3	3	3	3
4–5 A.M.	3	3	3	3	3	3	3
5–6 A.M.	3	3	3	3	3	3	3
6–7 A.M.	3	3	3	3	3	3	3
7–8 A.M.	3	3	3	3	3	3	3
8–9 A.M.	3	3	3	3	3	3	3
9–10 A.M.	3	3	3	3	3	3	3
10–11 A.M.	3	3	3	3	3	3	3
11 A.M. – 12 P.M.	3	3	3	3	3	3	3
12–1 P.M.	3	3	3	3	3	3	3
1–2 P.M.	3	3	3	3	3	3	3
2–3 P.M.	3	3	3	3	3	3	3
3–4 P.M.	3	3	3	3	3	3	3
4–5 P.M.	3	3	3	3	3	3	3
5–6 P.M.	3	3	3	3	3	3	3
6–7 P.M.	3	3	3	3	3	3	3
7–8 P.M.	3	3	3	3	3	3	3
8–9 P.M.	3	3	3	3	3	3	3
9–10 P.M.	3	3	3	3	3	3	3
10–11 P.M.	3	3	3	3	3	3	3
11 P.M. – 12 A.M.	3	3	3	3	3	3	3

Program descriptions

3 Pokémon Talk (with Professor Oak)

Professor Oak and Mary are your hosts for this program. Professor Oak tells you about tall grass, bodies of water, and other spots in the Johto region where Pokémon can be found. He also tips you off to the Pokémon that appear when you use a fishing rod or the HM Rock Smash.



Professor Oak

To Contents

Street Corner/Town Channel

Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	4	4	4	4	4	4	4
1–2 A.M.	5	5	5	5	5	5	5
2–3 A.M.	4	4	4	4	4	4	4
3–4 A.M.	5	5	5	5	5	5	5
4–5 A.M.	4	4	4	4	4	4	4
5–6 A.M.	5	5	5	5	5	5	5
6–7 A.M.	4	4	4	4	4	4	4
7–8 A.M.	5	5	5	5	5	5	5
8–9 A.M.	4	4	4	4	4	4	4
9–10 A.M.	5	5	5	5	5	5	5
10–11 A.M.	4	4	4	4	4	4	4
11 A.M. – 12 P.M.	5	5	5	5	5	5	5
12–1 P.M.	4	4	4	4	4	4	4
1–2 P.M.	5	5	5	5	5	5	5
2–3 P.M.	4	4	4	4	4	4	4
3–4 P.M.	5	5	5	5	5	5	5
4–5 P.M.	4	4	4	4	4	4	4
5–6 P.M.	5	5	5	5	5	5	5
6–7 P.M.	4	4	4	4	4	4	4
7–8 P.M.	5	5	5	5	5	5	5
8–9 P.M.	4	4	4	4	4	4	4
9–10 P.M.	5	5	5	5	5	5	5
10–11 P.M.	4	4	4	4	4	4	4
11 P.M. – 12 A.M.	5	5	5	5	5	5	5

Program descriptions

4 Trainer Profiles

Hear information on the Pokémon Trainers you'll meet throughout Johto: Bug Catchers, Twins, Hikers, Swimmers, and others.

5 That Town, These People

Learn about each Johto town's top three sights. New Bark Town, Cherrygrove City, Violet City, Azalea Town, Goldenrod City, and Ecruteak City are all featured once you get the radio function. You can hear about Cianwood City, Mahogany Town, and Blackthorn City once you've visited them.

Variety Channel

Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	6	6	6	6	6	6	6
1–2 A.M.	7	7	7	7	7	7	7
2–3 A.M.	8	8	8	8	8	8	8
3–4 A.M.	6	6	6	6	6	6	6
4–5 A.M.	7	7	7	7	7	7	7
5–6 A.M.	8	8	8	8	8	8	8
6–7 A.M.	6	6	6	6	6	6	6
7–8 A.M.	7	7	7	7	7	7	7
8–9 A.M.	8	8	8	8	8	8	8
9–10 A.M.	6	6	6	6	6	6	6
10–11 A.M.	7	7	7	7	7	7	7
11 A.M. – 12 P.M.	8	8	8	8	8	8	8
12–1 P.M.	6	6	6	6	6	6	6
1–2 P.M.	7	7	7	7	7	7	7
2–3 P.M.	8	8	8	8	8	8	8
3–4 P.M.	6	6	6	6	6	6	6
4–5 P.M.	7	7	7	7	7	7	7
5–6 P.M.	8	8	8	8	8	8	8
6–7 P.M.	6	6	6	6	6	6	6
7–8 P.M.	7	7	7	7	7	7	7
8–9 P.M.	8	8	8	8	8	8	8
9–10 P.M.	6	6	6	6	6	6	6
10–11 P.M.	7	7	7	7	7	7	7
11 P.M. – 12 A.M.	8	8	8	8	8	8	8

Program descriptions

6 Pokémon Search Party

A team of reporters go out exploring caves and ruins, and records what they encounter there. There are six episodes that will play as your adventure unfolds.

7 Serial Radio Drama

From cartoons to soap operas, you'll hear four different radio dramas here. There are eight episodes of "The Young Pokéathlete Maximo," five episodes of an on-the-road drama, five episodes of a love story, and four episodes of a travelogue that covers Kanto and Johto.

8 Buena's Password

Listen to Buena's Password, then earn points by using these passwords to answer Buena's questions at the Radio Tower in Goldenrod City. Earn enough points and you can trade them for a fabulous prize. Before you get the Blue Card, the program will be on the air, but it won't reveal any passwords.



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Radio Schedule (Post-Hall of Fame)

Some of these broadcasts can be heard once the Kanto Power Plant is back up and running. After you get the EXPN Card in Lavender Town, you'll be able to hear all of them.

Pokémon Music Channel

Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	1	2	4	5	1	2	3
1–2 A.M.	1	2	4	5	1	2	3
2–3 A.M.	1	2	4	5	1	2	3
3–4 A.M.	1	2	4	5	1	2	3
4–5 A.M.	1	2	4	5	1	2	3
5–6 A.M.	1	2	4	5	1	2	3
6–7 A.M.	1	2	4	5	1	2	3
7–8 A.M.	1	2	4	5	1	2	3
8–9 A.M.	1	2	4	5	1	2	3
9–10 A.M.	1	2	4	5	1	2	3
10–11 A.M.	1	2	4	5	1	2	3
11 A.M. – 12 P.M.	1	2	4	5	1	2	3
12–1 P.M.	1	2	4	5	1	2	3
1–2 P.M.	1	2	4	5	1	2	3
2–3 P.M.	1	2	4	5	1	2	3
3–4 P.M.	1	2	4	5	1	2	3
4–5 P.M.	1	2	4	5	1	2	3
5–6 P.M.	1	2	4	5	1	2	3
6–7 P.M.	1	2	4	5	1	2	3
7–8 P.M.	1	2	4	5	1	2	3
8–9 P.M.	1	2	4	5	1	2	3
9–10 P.M.	1	2	4	5	1	2	3
10–11 P.M.	1	2	4	5	1	2	3
11 P.M. – 12 A.M.	1	2	4	5	1	2	3

Program descriptions

1 Pokémon march

A lively marching tune. Play this when you're walking in tall grass or caves to raise your wild Pokémon encounter rate.

2 Pokémon lullaby

A gentle, sleep-inducing melody. Play this when you're walking in tall grass or caves to lower your wild Pokémon encounter rate.

3 Famous songs

Plays familiar and well-loved music (once you have GB Sounds).

4 Hoenn Sound

Plays music from the Hoenn region. Play this when you're walking through tall grass or caves to raise your chances of encountering wild Pokémon from the Hoenn region (p. 183).

5 Sinnoh Sound

Plays music from the Sinnoh region. Play this when you're walking through tall grass or caves to raise your chances of encountering wild Pokémon from the Sinnoh region (p. 183).

Pokémon Channel

Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	6	6	6	6	6	6	6
1–2 A.M.	6	6	6	6	6	6	6
2–3 A.M.	6	6	6	6	6	6	6
3–4 A.M.	6	6	6	6	6	6	6
4–5 A.M.	6	6	6	6	6	6	6
5–6 A.M.	6	6	6	6	6	6	6
6–7 A.M.	6	6	6	6	6	6	6
7–8 A.M.	6	6	6	6	6	6	6
8–9 A.M.	6	6	6	6	6	6	6
9–10 A.M.	6	6	6	6	6	6	6
10–11 A.M.	6	6	6	6	6	6	6
11 A.M. – 12 P.M.	6	6	6	6	6	6	6
12–1 P.M.	6	6	6	6	6	6	6
1–2 P.M.	6	6	6	6	6	6	6
2–3 P.M.	6	6	6	6	6	6	6
3–4 P.M.	6	6	6	6	6	6	6
4–5 P.M.	6	6	6	6	6	6	6
5–6 P.M.	6	6	6	6	6	6	6
6–7 P.M.	6	6	6	6	6	6	6
7–8 P.M.	6	6	6	6	6	6	6
8–9 P.M.	6	6	6	6	6	6	6
9–10 P.M.	6	6	6	6	6	6	6
10–11 P.M.	6	6	6	6	6	6	6
11 P.M. – 12 A.M.	6	6	6	6	6	6	6

Program descriptions

6 Pokémon Talk (with Professor Oak)

Professor Oak and Mary are your hosts for this program. Professor Oak talks about tall grass, bodies of water, and other spots where wild Pokémon are found in the Johto and Kanto regions. He also tips you off to the Pokémon that appear when you use a fishing rod or the HM Rock Smash. If there's a mass outbreak of Pokémon, you'll hear of its location in a special news report.

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Street Corner/Town Channel

Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	7	7	7	7	7	7	7
1–2 A.M.	8	8	8	8	8	8	8
2–3 A.M.	7	7	7	7	7	7	7
3–4 A.M.	8	8	8	8	8	8	8
4–5 A.M.	7	7	7	7	7	7	7
5–6 A.M.	8	8	8	8	8	8	8
6–7 A.M.	7	7	7	7	7	7	7
7–8 A.M.	8	8	8	8	8	8	8
8–9 A.M.	7	7	7	7	7	7	7
9–10 A.M.	8	8	8	8	8	8	8
10–11 A.M.	7	7	7	7	7	7	7
11 A.M. – 12 P.M.	8	8	8	8	8	8	8
12–1 P.M.	7	7	7	7	7	7	7
1–2 P.M.	8	8	8	8	8	8	8
2–3 P.M.	7	7	7	7	7	7	7
3–4 P.M.	8	8	8	8	8	8	8
4–5 P.M.	7	7	7	7	7	7	7
5–6 P.M.	8	8	8	8	8	8	8
6–7 P.M.	7	7	7	7	7	7	7
7–8 P.M.	8	8	8	8	8	8	8
8–9 P.M.	7	7	7	7	7	7	7
9–10 P.M.	8	8	8	8	8	8	8
10–11 P.M.	7	7	7	7	7	7	7
11 P.M. – 12 A.M.	8	8	8	8	8	8	8

Program descriptions

7 Trainer Profiles

Hear information on the Pokémon Trainers you'll meet throughout the Johto and Kanto regions, such as Campers, Picnickers, Fishermen, and Black Belts.

8 That Town, These People

Learn about the top three sights in each of the towns of Johto and Kanto. New Bark Town, Cherrygrove City, Violet City, Azalea Town, Goldenrod City, Olivine City, and Ecruteak City are all featured once you get the radio function. You can hear about Cianwood City, Mahogany Town, and Blackthorn City once you've visited them. And after you reach Kanto, you can hear about Pallet Town, Viridian City, Pewter City, and other towns in the region.

Variety Channel

Schedule

Time	Mon.	Tue.	Wed.	Thu.	Fri.	Sat.	Sun.
12–1 A.M.	9	9	9	9	9	9	9
1–2 A.M.	10	10	10	10	10	10	10
2–3 A.M.	11	11	11	11	11	11	11
3–4 A.M.	9	9	9	9	9	9	9
4–5 A.M.	10	10	10	10	10	10	10
5–6 A.M.	11	11	11	11	11	11	11
6–7 A.M.	9	9	9	9	9	9	9
7–8 A.M.	10	10	10	10	10	10	10
8–9 A.M.	11	11	11	11	11	11	11
9–10 A.M.	9	9	9	9	9	9	9
10–11 A.M.	10	10	10	10	10	10	10
11 A.M. – 12 P.M.	11	11	11	11	11	11	11
12–1 P.M.	9	9	9	9	9	9	9
1–2 P.M.	10	10	10	10	10	10	10
2–3 P.M.	11	11	11	11	11	11	11
3–4 P.M.	9	9	9	9	9	9	9
4–5 P.M.	10	10	10	10	10	10	10
5–6 P.M.	11	11	11	11	11	11	11
6–7 P.M.	9	9	9	9	9	9	9
7–8 P.M.	10	10	10	10	10	10	10
8–9 P.M.	11	11	11	11	11	11	11
9–10 P.M.	9	9	9	9	9	9	9
10–11 P.M.	10	10	10	10	10	10	10
11 P.M. – 12 A.M.	11	11	11	11	11	11	11

Program descriptions

9 Pokémon Search Party

A team of reporters go out exploring caves and ruins, and records what they encounter there. There are 13 episodes that play as your adventure unfolds.

10 Serial Radio Drama

From cartoons to soap operas, you'll hear four different radio dramas here. There are eight episodes of "Young Pokéathlete Maximo," five episodes of an on-the-road drama, five episodes of a love story, and four episodes of a travelogue that covers Kanto and Johto.

11 Buena's Password

Listen to Buena's Password, then earn points by using these passwords to answer Buena's questions at the Radio Tower in Goldenrod City. Earn enough points and you can trade them for a fabulous prize. Before you get the Blue Card, the program will be on the air, but it won't reveal any passwords.



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Trainers Who Want to Swap Phone Numbers

Some Trainers want to swap phone numbers after you defeat them in battle. If you agree to exchange numbers, they may call you again to ask for a rematch or give you an item. You can give them a call, too! Phone them on the right day of the week and they'll agree to a rematch.

Johto Region

Trainers you can battle in a rematch

Location	Trainer	Gives Number	Item Given	When to Call for a Guaranteed Rematch
Route 30	Joey	○	HP Up	Monday day
Route 31	Wade	○		Tuesday night
Route 32	Liz	○		Thursday day
Route 32	Ralph	○		Wednesday morning
Route 33	Anthony	○		Friday night
Route 34	Ian	○	Any Berry	Saturday morning
Route 34	Todd	○		Saturday morning
Route 34	Gina	○		Sunday day
Route 35	Arnie	○		Tuesday morning
Route 35	Walt	○		Monday day
Route 36	Alan	○		Wednesday day
Route 38	Chad	○		Friday morning
Route 38	Dana	○		Thursday night
Route 42	Chris	○		Sunday night
Route 43	Brent	○		Monday morning
Route 43	Tiffany	○		Tuesday day
Route 44	Vance	○	Carbos	Wednesday night
Route 44	Wilton	○		Thursday day
Route 45	Kenji		PP Up	Can have a rematch the day after the call
Route 45	Parry	○	Iron	Friday day
Route 46	Erin	○	Calcium	Saturday night
Lighthouse (Olivine City)	Huey	○	Protein	Wednesday night
Lighthouse (Olivine City)	Alfred	○		Tuesday day
National Park	Jack	○		Monday morning
National Park	Krise	○		Sunday morning

Trainers who give you items

Location	Trainer	Gives Number	Item Given
Route 27	Jose	○	Star Piece
Route 31	Wade	○	Any Berry
Route 34	Gina	○	Leaf Stone
Route 36	Alan	○	Fire Stone
Route 38	Dana	○	Thunderstone
Route 39	Derek	○	Nugget
Route 42	Chris	○	Water Stone
Route 43	Tiffany	○	Poké Doll
Route 44	Wilton	○	Any Poké Ball
National Park	Beverly	○	Nugget

To Contents

Kanto Region

Trainers you can battle in a rematch

Location	Trainer	Gives Number	Item Given	When to Call for a Guaranteed Rematch
Route 2	Doug	○		Wednesday morning
Route 2	Rob	○		Friday morning
Route 12	Kyle	○		Wednesday day
Route 12	Kyler	○		Thursday day
Route 13	Tim & Sue	○		Friday day
Route 13	Kenny	○		Saturday day
Route 13	Tanner	○		Monday night
Route 14	Torin	○		Wednesday night
Route 14	Josh	○		Tuesday night
Route 15	Hillary	○		Thursday night
Route 15	Billy	○		Friday night
Route 15	Kay & Tia	○		Saturday night
Route 17	Ernest	○		Sunday day
Route 17	Riley	○		Sunday night
Route 17	Aiden	○		Monday morning
Route 26	Gaven	○		Thursday morning
Route 26	Beth	○		Friday afternoon
Route 27	Reena	○		Sunday morning
Route 27	Jose			Saturday night

Trainers who give you items

Location	Trainer	Gives Number	Item Given
Route 2	Doug	○	Any Berry
Route 2	Rob	○	Any Berry
Route 13	Tanner	○	Sun Stone
Route 14	Josh	○	Shiny Stone
Route 15	Kay & Tia	○	Oval Stone
Route 17	Riley	○	Dusk Stone
Route 17	Aiden	○	Dawn Stone



*Morning: 4–10 A.M.
Day: 10 A.M. – 8 P.M.
Night: 8 P.M. – 4 A.M.
*You can't challenge Irwin on Route 35 to a rematch, and he won't give you items, but you can chat with him.

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Shiny Pokémon and the Mysterious Pokérus

The world of Pokémon will always have its secrets and mysteries. Among those many mysteries are Pokémon color variations and the microscopic yet beneficial virus, Pokérus, that affects Pokémon development. Keep reading to learn more about these unusual features of Pokémon biology.

Shiny Pokémon

Rarely seen Pokémon with unusual coloration

Shiny Pokémon are so rare, not everyone believes they even exist. These Pokémon have the same stats as any other Pokémon, but their coloration is distinctly different. You'll know you're facing a Shiny Pokémon if you hear a special chime and see stars when the Pokémon appears. Meeting one is pure luck, so if you catch one, treasure it!







Look for the star

A Shiny Pokémon has a star on its Skills page.



Evolution doesn't affect its Status

Don't be afraid to evolve a Shiny Pokémon. It stays Shiny even after it evolves.

The Mysterious Pokérus

A strange virus that makes your Pokémon stronger

Pokérus is a beneficial virus that can infect other Pokémon. You can't see it, but the Pokémon Center receptionist will tell you if your Pokémon have it when you bring them in for healing. With Pokérus, a Pokémon's stats increase at a faster rate, making it easier to train. If you keep that Pokémon in your party, the Pokérus can be spread to teammates, as well. After a few days, Pokérus is no longer contagious and goes away, but its effects remain.







Pokérus accelerates stat growth

This is your chance to train your Pokémon and make them strong.

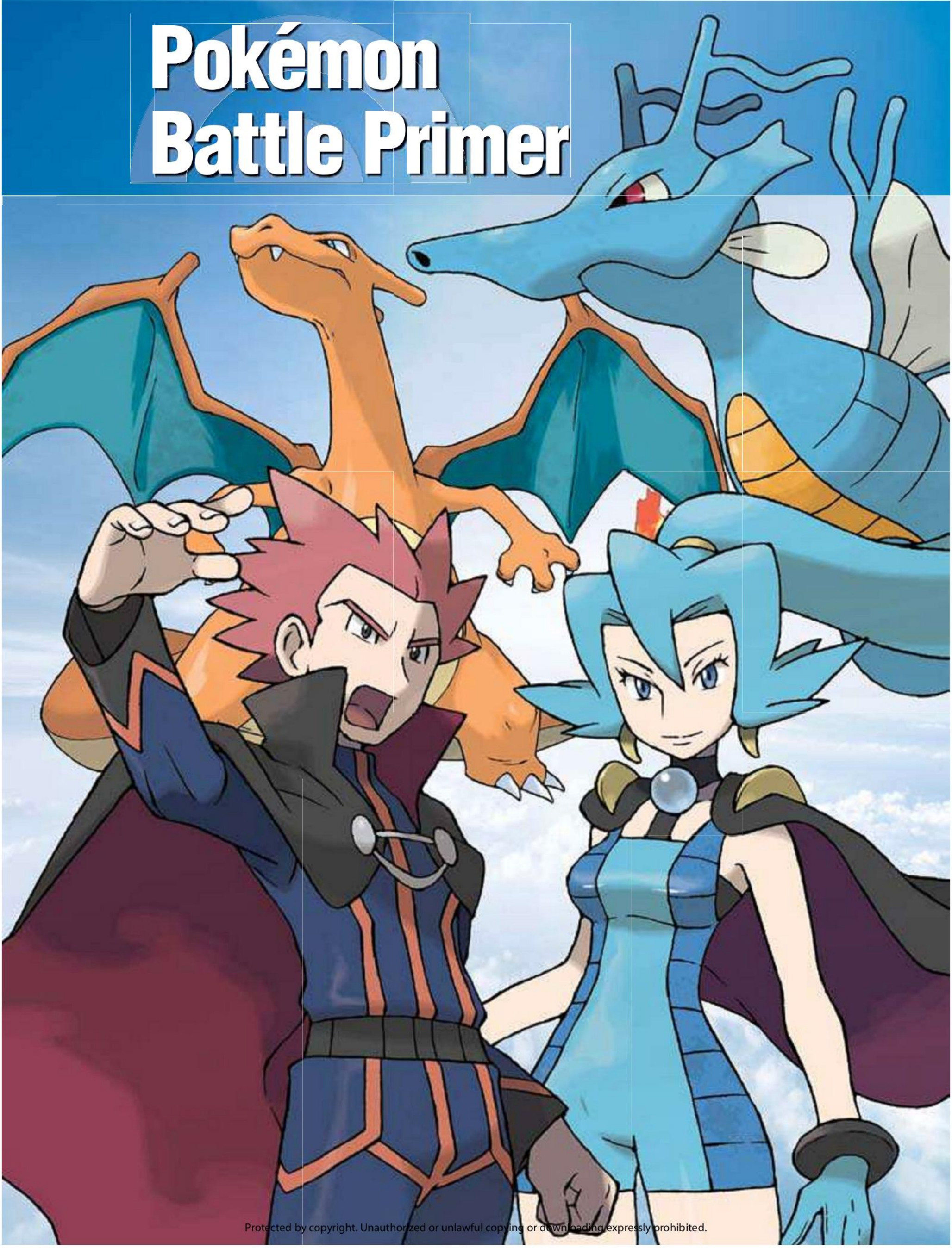
Pokérus leaves after one to four days

After the Pokérus is gone, a smiley face indicates that your Pokémon had it.





Pokémon Battle Primer



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Pokémon Battle Primer 1

Master the Different Battle Formats



Learn different battling styles and you'll learn how to win

There's no universal set of rules when it comes to battling—each battle format has its own rules. Once you understand those rules, you'll have a better grasp of how to train Pokémon for each format. Test out different battle formats and try your hand at raising Pokémon.

Battle Basics 1 Lots of different ways to battle your friends

The Pokémon Center has battle facilities where you can battle your friends over the Nintendo Wi-Fi Connection or Nintendo DS wireless communications. There's a wide variety of rules to choose from, such as a standard competitive battle or a quick one-on-one pickup match. Give them all a try and see what works.

The three Pokémon battle facilities at the Pokémon Center

Union Room (2F)



In the Union Room, you battle with Pokémon who are Lv. 30 and lower. Experiment with raising Pokémon just for this unique challenge.

Pokémon Wi-Fi Club (B1F)



Once you record your friend's Friend Codes, you can battle them just about anywhere over the Nintendo Wi-Fi Connection.



Pokémon Communication Club Colosseum 2F

When you use the Nintendo DS's wireless communications to battle at the Pokémon Communication Club Colosseum, you can choose from lots of different options. First choose the kind of battle you want, then the cup format. Talk to your friends to decide on rules that will suit everyone's Pokémon.

Battle types

Battle	Rules
Single Battle	Two players, each player sends out one Pokémon at a time
Double Battle	Two players, each player sends out two Pokémon at a time
Mix Battle	Two players, bring three Pokémon and trade one with the other player
Multi Battle	Four players, each player sends out one Pokémon at a time
Flat Battle	Two players, all Pokémon are Lv. 50 for the duration of the battle

Battle Cups

Battle	Rules
Standard Cup	Three Pokémon each, standard Single Battle rules
Fancy Cup	Limits participating Pokémon's height and combined levels
Little Cup	Only open to Pokémon who are Lv. 5 or lower
Light Cup	Only open to Pokémon under the weight limit
Double Cup	Four Pokémon each, standard Double Battle rules
No Restrictions	No restrictions on Pokémon or items
GS Cup	Same rules as the 2010 Pokémon World Championships

Battle Basics 2 Different rules favor different Pokémon

You'll want to use different Pokémon and moves depending on whether you're fighting a Single Battle or a Double Battle. Train lots of Pokémon so you can put together teams suited for each battle format.

Pokémon suited for Single or Double Battle

1 Pokémon that do well in Single Battle

This format favors Pokémon with varied attack moves and moves with high accuracy. Unlike the Double Battle format, you can't pull off the same combos you could if you had two Pokémon on the field.



Electrode



Gengar



Alakazam

2 Pokémon that do well in Double Battle

Weather conditions play a big part in Double Battles. Now you'll want to start thinking about moves like Hippowdon's Sandstorm, which turns the weather to the Sandstorm weather condition.



Hippowdon



Cherrim



Electivire

Pokémon suited for restricted-entry cups

1 The Little Cup is restricted by level

The Little Cup is open only to Pokémon up to Lv. 5. Since you don't have much room for training here, move sets decide the outcome of battle. Try using Egg moves to develop competitive Pokémon (p. 184).



Snubbull · Dratini · Pichu

2 The Fancy Cup is restricted by weight

The Fancy Cup is restricted to Pokémon that fit certain restrictions, including a maximum height of 6' 07" and maximum weight of 44 lbs. Look for Pokémon that fit these guidelines and have high stats.



Jumpluff · Poliwhirl · Xatu

3 The GS Cup allows you to use powerful Legendary Pokémon, just like competitors will use at the 2010 Pokémon Video Game World Championships

The 2010 Pokémon Video Game World Championships is a premier event, where elite players from around the world compete to be crowned the Pokémon Video Game World Champion. Competitors will use the GS Cup during this year's qualifying tournaments and World Championships. Harness the power of up to two Legendary Pokémon to see if you've got what it takes to compete on the world's stage!



Mewtwo · Lugia · Ho-Oh · Kyogre · Groudon · Rayquaza · Dialga · Palkia · Giratina

See page 166 for more on the 2010 Pokémon World Championships.

Pokémon Battle Primer 2

How to Raise Strong Pokémon

For a Pokémon to become strong, it must battle against wild Pokémon

With only a little extra work, your Pokémon can grow up tougher than you ever expected. Use the following training tips to raise strong Pokémon, capable of challenging both your friends and the Battle Frontier.



Training Tip 1 Max out base stats to maximize Pokémon stats

Stats make a huge difference in a Pokémon battle. To raise your Pokémon's stats, you'll have to raise its base stats, which determine its stat growth. You'll see the benefits of base stats as a Pokémon's stats increase with each level-up.

Effect of raising base stats



Wobbuffet



More battles, more base stats, more power

Earn base stats by battling lots of wild Pokémon, and you'll see how much faster HP increases.

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Rules for base stats

1. Every Pokémon has six stats, and each stat has its own base stat number
2. A stat with high base stats will have a greater increase when the Pokémon levels up
3. There's no in-game way to see your base stats totals
4. Out of the six stats, you can only max out two of them
5. Items like HP Up and Protein will raise base stats
6. Battling will raise base stats
7. Pokérus and items like the Macho Brace will accelerate how fast base stats are accumulated
8. If a Pokémon receives an Effort Ribbon, it's earned all the base stats it can

Training Tip 2 Use items to raise base stats

Items can raise base stats, too, and you don't even need to send the Pokémon into battle to do it. There's an item to raise base stats in every stat category, such as HP Up to raise HP base stats or Protein to raise Attack base stats.

Effect of raising base stats



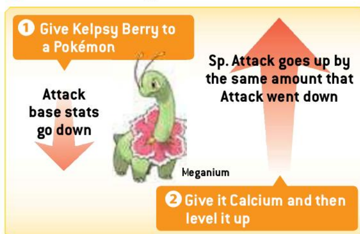
Items that raise base stats

Item	Effect
HP Up	Raises HP base stats
Protein	Raises Attack base stats
Iron	Raises Defense base stats
Calcium	Raises Sp. Attack base stats
Zinc	Raises Sp. Defense base stats
Carbos	Raises Speed base stats

Training Tip 3 Use Berries to adjust the levels of base stats

You can't max out base stats in every single stat—you can only max out two stats at most. So when you train, focus on just two or three stats, building up your Pokémon's strengths. During story events, however, the Pokémon on your team are sure to earn base stats in stats that you don't care about. Give them Berries to cut down on those unnecessary base stats, freeing you to concentrate on base stats that bring out the best in your Pokémon.

Effect of lowering base stats



Berries that lower base stats

Berry	Effect
Pomeg Berry	Lowers HP base stats
Kelpsy Berry	Lowers Attack base stats
Qualot Berry	Lowers Defense base stats
Hondew Berry	Lowers Sp. Attack base stats
Grepa Berry	Lowers Sp. Defense base stats
Tamato Berry	Lowers Speed base stats

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Training Tip 4 Use items to raise base stats faster

Some held items will boost the amount base stats are raised in battles. Take the Macho Brace, for example: the Pokémon who holds it raises its base stats more than normal, at the cost of a decrease in Speed.

Items that maximize base stat growth

Item	Effect
Macho Brace	Increases the amount base stats are raised, depending on which Pokémon you defeat
Power Weight	Increases the amount HP base stats are raised
Power Bracer	Increases the amount Attack base stats are raised
Power Belt	Increases the amount Defense base stats are raised
Power Lens	Increases the amount Sp. Attack base stats are raised
Power Band	Increases the amount Sp. Defense base stats are raised
Power Anklet	Increases the amount Speed base stats are raised

Training Tip 5 Pick your battles based on the stats you want to maximize

A Pokémon raises its base stats for a stat by defeating opponents. Which stat gets raised? That depends on which wild Pokémon you defeat, so choose who to fight based on the stats you want to raise. If you keep battling the right kind of Pokémon, you'll see your efforts pay off in a big boost to your chosen stat.

Examples of Pokémon who raise the base stats for each stat

Stat	Pokémon	Best location
HP	Hoothoot	Route 29 (night)
HP	Nidoran♀	Route 35
Attack	Bellsprout	Route 32
Attack	Nidoran♂	Route 35
Defense	Geodude	Route 46
Defense	Koffing	Burned Tower
Sp. Attack	Gastly	Sprout Tower (night)
Sp. Attack	Psyduck	Route 35 (water surface)
Sp. Defense	Tentacool	New Bark Town (water surface)
Sp. Defense	Hoppip	Route 33
Speed	Rattata	Sprout Tower
Speed	Pidgey	Route 29

Training Tip 6 Take advantage of Pokérus

When Pokémon catch the mysterious Pokérus virus, they raise their base stats by an increased amount. This is a rare event, so if a Pokémon picks up a case of the Pokérus, store it in a PC Box to keep the Pokérus handy. You'll want to spread it to the other Pokémon you're training, too.

Pokérus rules

1. Occasionally infects your Pokémon when they battle wild Pokémon
2. Increases the amount base stats go up in battle
3. Battling can cause it to spread to adjacent party Pokémon
4. Disappears after one to four days
5. Doesn't disappear while the Pokémon is stored in a PC Box



Keep a Pokémon infected with Pokérus in a PC Box. You can pull it out as needed to spread the Pokérus to other Pokémon.

See page 130 for more on Pokérus.

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Training Tip 7 Once you've maxed out base stats, go level up

Higher base stats mean higher stats, but you can only get the base stats so high. Once your Pokémon earns the Effort Ribbon, you'll know you've gone as far as you can. Now it's time to earn Experience Points and build up those levels!



A girl in Blackthorn City gives your Pokémon an Effort Ribbon if its base stats are at their maximum.

Good ways to earn Experience Points

1. Challenge the Pokémon League again
2. Keep battling while using the Exp. Share
3. Leave a Pokémon at the Pokémon Day Care
4. Use a Rare Candy
5. Take lots of Strolls with the Pokéwalker

More Details: Pokémon can still do well with low stats

Pokémon don't have to excel in every single stat. Even if a Pokémon has some low stats, that doesn't mean it's not a useful partner in battle.

When lower Speed means higher damage



The slower you are in comparison to your opponent, the stronger your Gyro Ball attack will be. It's perfect for Pokémon with low Speed.

Sp. Attack doesn't affect physical moves



If you only plan to teach a Pokémon physical moves, don't bother with the Sp. Attack stat, which only affects Special moves. Concentrate on maximizing Attack instead.

Pokémon Battle Primer 3: Plan Ahead before You Start Training

Train each Pokémon to fill a role on your team

Before you run out and start training, think about which Pokémon you want on your team. It saves time and effort to plan out combinations of moves and items, then train Pokémon that fit your battle strategies.



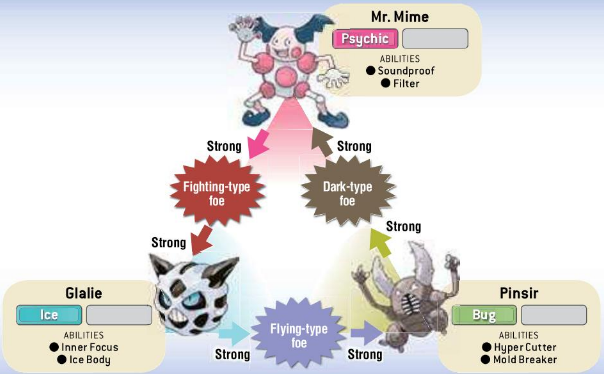
Team Planning 1 Design a team where each Pokémon complements the others

You have three Pokémon to work with in a Single Battle, four Pokémon if it's a Double Battle. That leaves a lot to consider when picking out your team, starting with type matchups. Check out the example on the next page: it's a team of Pokémon who know moves of different types, so they can handle just about any opponent.

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A team that compensates for its type weaknesses

As a Psychic-type, Mr. Mime is weak against Dark-type moves. That's why Pinsir is there: its Bug-type moves are strong against Dark-type Pokémon. But Pinsir, being a Bug-type Pokémon, is vulnerable to Flying types. To counter that, you'll need Glalie and its Ice-type moves. Alas, Ice types like Glalie are weak against Fighting-type moves—but the minute you see a Fighting-type opponent, you can bring out Mr. Mime and its Psychic-type moves to save the day. By building a team this way, you'll be prepared for your opponents' weaknesses even as you guard against your own.



Team Planning 2 Decide who will fill each role on your team

Type is just one of the many considerations that go into building your best team. You'll also have to consider each Pokémon's stats, Ability, and moves. Every Pokémon has its own strengths, so find out what your team needs and what role the Pokémon can play.

Examples of team roles

❶ Striker

Jolteon's high Sp. Attack and Speed let it dish out heavy damage and get in the first attack. Since Ground types are its only weakness, you'll rarely have to switch it out of battle.



Jolteon
Electric
ABILITY
- Volt Absorb

STATS	
HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●●●

❷ Defender

With high Defense and Sp. Defense, Bastiodon's strength lies in its ability to endure powerful attacks. It has the stamina to stay in the battle and wear down opponents.



Bastiodon
Rock / Steel
ABILITY
- Sturdy

STATS	
HP	●●
ATTACK	●●
DEFENSE	●●●●●●
SP. ATTACK	●●
SP. DEFENSE	●●●●●●
SPEED	●

❸ Support

Ninjask can choose from several support moves. It can use Double Team to raise its Evasion or Swords Dance to raise Attack, then use Baton Pass to hand off these stat boosts to your next Pokémon.

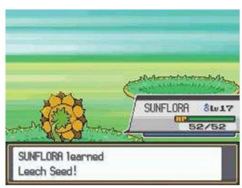


Ninjask
Bug / Flying
ABILITY
- Speed Boost

STATS	
HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●●●●●

Team Planning 3 Organize your training regimen

Now that you know which Pokémon to train, you have to decide how you're going to do it. Start at the end and work backwards: know what moves you want, which Ability it should have (if there are two possibilities), and the stats you want to max out.



Check the level of your desired moves

Some battle rules limit a Pokémon's level, so know which level each move is learned at.

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What to decide before training (Example: Yanmega)

❶ Learned moves

Supersonic
A useful move that inflicts Confusion, potentially keeping your foe from fighting.

Air Slash
Like Air Slash, Yanmega is Flying-type, so this move does increased damage.

❷ Ability

Speed Boost
Comes in handy when the battle hinges on Speed.

Tinted Lens
Useful for fighting foes that are a bad type matchup for Yanmega.

❸ Critical stats

High Sp. Attack is good
Sp. Attack is important, since Air Slash is a Special move.

High Attack isn't necessary
If Yanmega doesn't know any physical moves, it won't need a high Attack stat.

Pokémon Battle Primer 4

Find the Right Pokémon to Train



There are many Pokémon to choose from, but not all of them have the qualities you're looking for

Even within the same species, no two Pokémon are alike. Each Pokémon has its own unique combination of stats, Nature, and move set. You'll have to look closely at each Pokémon to find the one that's best for your battle purposes.

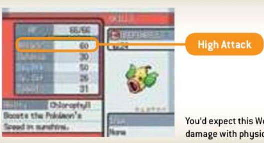
Selection Tip 1 Catch multiples of the same Pokémon and compare them

A Pokémon's stats will differ from others of its own species, so catch several Pokémon at the same level and look for the one with the highest stats. Pokémon that are naturally gifted with high stats have greater training potential. And if the Pokémon's Nature or personality emphasizes the stats you want, so much the better.

What to check on Pokémon you catch

1. Stats
2. Nature
3. Personality
2. Ability

Similar Pokémon can have different stats



You'd expect this Weepinbell to do heavy damage with physical moves like Razor Leaf.



But this Weepinbell should do the most damage with special moves, such as Acid.

How Nature can affect a Pokémon's stats

❶ A Brave Nature makes for high Attack



Nature: Brave
High Attack
Low Speed

Rampardos
A Brave Pokémon has high Attack, so it should do well with physical moves.

❷ A Modest Nature makes for high Sp. Attack



Nature: Modest
High Sp. Attack
Low Attack

Magnezone
A Modest Pokémon has high Sp. Attack, making it best suited for special moves.

❸ A Timid Nature makes for high Speed



Nature: Timid
High Speed
Low Attack

Mismagius
A Timid Pokémon has high Speed, so it's likely to strike first.

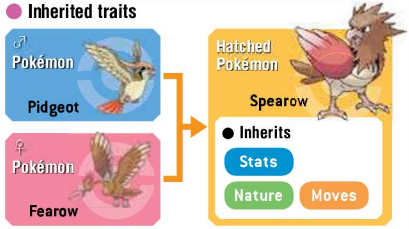
See page 481 for more on Natures and Characteristics.

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Selection Tip 2 Hatch and raise Pokémon from Eggs

Pokémon hatched from Eggs found at the Pokémon Day Care will have features not found in wild Pokémon. That's because they can inherit moves, its Nature, and stats from the Pokémon who were at the Day Care when the Egg was found. Leave well-trained Pokémon at the Day Care, wait for an Egg to appear, and you could have a Pokémon with enormous potential (p. 184).

Inherited traits





Get a Pokémon's potential analyzed at the Battle Tower

Over at the Battle Tower, Judge will evaluate your Pokémon's stats for you (p. 110).

Benefits of raising Pokémon from Eggs

1. Hatched Pokémon can have Egg Moves
2. Hatched Pokémon can inherit high stats
3. You can raise the Pokémon from a low level
4. Hatched Pokémon starts with high friendship

Inheritance items that can be held by Pokémon at the Day Care

Everstone
Has a 50% chance of passing the user's Nature on to the Pokémon who hatches from the Egg

Power Weight
Passes user's base HP on to the Pokémon who hatches from the Egg

Power Bracer
Passes user's base Attack on to the Pokémon who hatches from the Egg

Power Belt
Passes user's base Defense on to the Pokémon who hatches from the Egg

Power Lens
Passes user's base Sp. Attack on to the Pokémon who hatches from the Egg

Power Band
Passes user's base Sp. Defense on to the Pokémon who hatches from the Egg

Power Anklet
Passes user's base Speed on to the Pokémon who hatches from the Egg

More Details: Take care when training the Dratini from Dragon's Den

Its ExtremeSpeed is a valuable move

If you correctly answer all of the Master's questions at the Dragon's Den, he gives you a Dratini that knows the ExtremeSpeed move. Don't let it forget this one, because it normally can't learn ExtremeSpeed.





Even if you miss just one question, you won't get the Dratini with ExtremeSpeed

Pokémon Battle Primer 5

Become a Pokémon Move Master



Learn how to use moves with different effects

Moves that do lots of damage are all well and good, but you have to master other kinds of moves if you want to succeed. Moves that throw off your opponent or inflict status conditions are just as important for battling.

Move Technique 1 Teach moves to your Pokémon

Pokémon learn moves in a variety of ways, of which leveling up is the most common. But there are moves you can only teach your Pokémon by other, more unusual methods. Use those moves to hit your opponents with surprises they weren't expecting.

Six ways to teach moves to a Pokémon

1 Learn by leveling up

Pokémon often learn new moves just by leveling up. More powerful moves are usually learned at higher levels.



● Example

SolarBeam

Venusaur learns it at Lv. 53

2 Preventing Evolution

You can cancel Evolution by pressing the B Button. Some Pokémon learn different moves in their unevolved forms than they would if they'd evolved.



● Example

Seed Bomb

If you don't evolve Bulbasaur, it learns it at Lv. 37

3 Use a TM

TMs teach Pokémon moves they can't learn by leveling up. The TMs you can use will depend on the Pokémon, as not every Pokémon can use every TM.



● Example

Drain Punch

Use TM60 to teach this to Lucario

4 Taught in exchange for Battle Points (BP)

In a house near the Frontier Access, there's an old man who teaches moves to your Pokémon in exchange for BP.



● Example

Pain Split

Forretress can be taught Pain Split

5 Remember a move

In exchange for Heart Scales, the Move Maniac in Blackthorn City will let your Pokémon recall their Lv. 1 moves or other level-up moves they've since forgotten.



● Example

Leaf Blade

Bellossom can remember Leaf Blade

6 Egg moves

Pokémon hatched from Eggs can inherit moves from the Pokémon who were at the Day Care when the Egg was discovered (p. 186).



● Example

Weather Ball

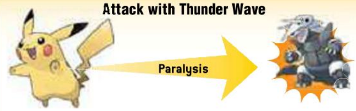
Bellsprout can hatch already knowing this move

Move Technique 2 Status conditions can tip the odds in your favor

Status condition moves might not do much damage at first, but they can seal off your foe's moves or slowly erode its HP. If you're facing a difficult foe, or the battle looks like it could go either way, using a status condition could give you the fighting chance you need.

Effect of using status conditions

Attack with Thunder Wave



If you inflict Paralysis on your foe, there's a chance that your foe can't attack or otherwise use its moves.

Examples of moves that inflict status conditions

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Confuse Ray	Ghost	—	100	Inflicts the Confused condition on the target	Zubat, Gastly, and others
PoisonPowder	Poison	—	75	Inflicts the Poison condition on the target	Chikorita, Hoppip, and others
Sing	Normal	—	55	Inflicts the Sleep condition on the target	Clefairy, Smoochum, and others
Sleep Powder	Grass	—	75	Inflicts the Sleep condition on the target	Venonat, Tangela, and others
Spore	Grass	—	100	Inflicts the Sleep condition on the target	Paras, Shroomish, and others
Stun Spore	Grass	—	75	Inflicts the Paralysis condition on the target	Butterfree, Bellsprout, and others
Thunder Wave	Electric	—	100	Inflicts the Paralysis condition on the target	Pikachu, Dratini, and others
Toxic	Poison	—	85	Badly Poisons the target	Dustox, Roselia, and others
Will-O-Wisp	Fire	—	75	Burns the target	Vulpix, Duskull, and others
Yawn	Normal	—	—	Inflicts the Sleep condition on the target on the following turn	Slowpoke, Snorlax, and others

Move Technique 3 Use stats moves to support your Pokémon

Moves can be used to raise or lower stats for the duration of the battle. By boosting stats or lowering your foes' stats, your Pokémon can do more damage or get the first attack. For example, altering a Pokémon's Attack and Sp. Attack stats affects the damage it does, while the Speed stat determines who attacks first. If you know how to use stats moves, you can tip the balance of power.

Effect of status moves

Use Swords Dance



This move raises the user's Attack by 2, increasing the damage dealt by physical moves.

Examples of status moves

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Agility	Psychic	—	—	Raises user's Speed by 2	Girafarig, Sneasel, and others
Amnesia	Psychic	—	—	Raises user's Sp. Defense by 2	Slowbro, Quagsire, and others
Calm Mind	Psychic	—	—	Raises user's Sp. Attack and Sp. Defense by 1 level	Alakazam, Stantler, and others
Double Team	Normal	—	—	Raises user's evasion by 1	Scyther, Yanma, and others
Dragon Dance	Dragon	—	—	Raises user's Attack and Speed by 1	Gyarados, Dragonair, and others
Flash	Normal	—	100	Lowers target's accuracy by 1	Volbeat
Focus Energy	Normal	—	—	Raises user's critical hit rate	Horsea, Hitmontop, and others
Iron Defense	Steel	—	—	Raises user's Defense by 2	Shellder, Forretress, and others
Swords Dance	Normal	—	—	Raises user's Attack by 2	Farfetch'd, Pinsir, and others
Tailwind	Flying	—	—	Doubles user's (and any ally's) Speed for 3 turns	Xatu, Suicune, and others

Move Technique 4 Frustrate your foes by using moves that have side effects

You'll see moves that do damage and have side effects. Those side effects could include status conditions or lowering the foe's battle stats. Take Flamethrower, for example. It's a good move because it does damage and can inflict the Burned condition on its target.

Effect of moves with side effects

Attack with Flamethrower



When a foe is Burned, its Attack is lowered and its HP drops on each turn.

Examples of moves with side effects

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Air Slash	Flying	75	95	30% chance of making target flinch (can't use moves on that turn)	Golbat, Noctowl, and others
Dragon Rush	Dragon	100	75	20% chance of making target flinch (can't use moves on that turn)	Dragonair, Garchomp, and others
DynamicPunch	Fighting	100	50	100% chance of confusing target	Poliwrath, Machoke, and others
Flamethrower	Fire	95	100	10% chance of inflicting Burn (if the foe is Frozen, this move melts its ice)	Magmar, Houndoom, and others
Headbutt	Normal	70	100	30% chance of making target flinch (can't use moves on that turn)	Drowzee, Snubbull, and others
Icy Wind	Ice	55	95	100% chance of lowering target's Speed by 1	Swinub, Glaceon, and others
Iron Tail	Steel	100	75	30% chance of lowering target's Defense by 1	Onix, Aggron, and others
Mud Shot	Ground	55	95	100% chance of lowering target's Speed by 1	Krabby, Omanyte, and others
Mud-Slap	Ground	20	100	100% chance of lowering target's accuracy by 1	Diglett, Grimer, and others
Rock Tomb	Rock	50	80	100% chance of lowering target's Speed by 1	Sudowoodo, Relicanth, and others

Move Technique 5 Get the drop on your opponent

Speed determines the order of attacks in battle, but that doesn't mean a Pokémon with low Speed is always stuck playing catch-up. Moves like Quick Attack and Mach Punch will always attack first, regardless of Speed. If your opponent is weakened, use these moves to knock it out before it has a chance to strike back.

Effect of moves that attack first



Ice Shard only has a Power of 40, but it guarantees you the first attack.

Moves that always attack first

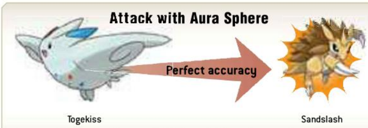
Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Aqua Jet	Water	40	100	Always attacks first	Seel, Kabuto, and others
Bullet Punch	Steel	40	100	Always strikes first	Hitmonchan, Metang, and others
ExtremeSpeed	Normal	80	100	Always strikes first	Arcanine, Lucario, and others
Fake Out	Normal	40	100	Strikes first and makes target flinch (only works on first turn)	Meowth, Kangaskhan, and others
Ice Shard	Ice	40	100	Always strikes first	Shellder, Lapras, and others
Mach Punch	Fighting	40	100	Always strikes first	Ledyba, Breloom, and others
Quick Attack	Normal	40	100	Always strikes first	Sentret, Gligar, and others
Shadow Sneak	Ghost	40	100	Always strikes first	Spinarak, Shuppet, and others
Sucker Punch	Dark	80	100	Strikes first if target's chosen move is an attack move	Rattata, Murkrow, and others
Vacuum Wave	Fighting	40	100	Always strikes first	Hitmonchan, Scyther, and others

*If the opponent also uses a move that always strikes first, the Pokémon with the highest Speed will go first.

Move Technique 6 Use sure-hit moves on opponents who are hard to hit

A move's accuracy determines its chances of hitting a target, but opponents can raise their evasion with moves like Double Team, or even lower your Pokémon's accuracy with moves like Sand-Attack. You won't have to worry as long as your Pokémon knows a move that's guaranteed to hit.

Effect of sure-hit moves



On top of having a Power of 90, Aura Sphere has perfect accuracy.

Sure-hit moves

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Aerial Ace	Flying	60	—	Sure hit	Farfetch'd, Heracross, and others
Aura Sphere	Fighting	90	—	Sure hit	Lucario, Togekiss, and others
Faint Attack	Dark	60	—	Sure hit	Umbreon, Houndoom, and others
Magical Leaf	Grass	60	—	Sure hit	Bayleef, Bellossom, and others
Magnet Bomb	Steel	60	—	Sure hit	Magnemite, Probopass, and others
Shadow Punch	Ghost	60	—	Sure hit	Haunter, Dusclops, and others
Shock Wave	Electric	60	—	Sure hit	Elekid, Rotom, and others
Swift	Normal	60	—	Sure hit	Electrode, Staryu, and others
Trump Card	Normal	—	—	Always hits (the power increases as the move's PP decreases)	Eevee, Slowking, and others
Vital Throw	Fighting	70	—	Always strikes last, but has perfect accuracy	Machop, Pinsir, and others

Move Technique 7 Use moves to grab your opponent's item

A Pokémon can hold an item to get its useful effects in battle, including recovering HP or raising stats like accuracy (p. 148). But just because your Pokémon benefit from using items, don't think your opponents haven't figured out they can do the same. You can throw them off by using moves that steal an opponent's item or knock it away.

Effect of item-affecting moves



By using Knock Off, you can keep your foe from getting the benefit of a held item.

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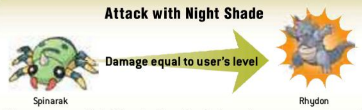
Moves that affect held items

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Bug Bite	Bug	60	100	Eats and triggers the effects of foe's Berry	Caterpie, Weedle, and others
Covet	Normal	40	100	Steals target's item if target has a held item and user doesn't	Zigzagoon, Skitty, and others
Embargo	Dark	—	100	Target can't use items for five turns	Houndoom, Porygon-Z, and others
Fling	Dark	—	100	Attacks by throwing user's held item at target	Chansey, Aipom, and others
Knock Off	Dark	20	100	Target cannot use items for the duration of the battle	Lickitung, Gligar, and others
Natural Gift	Normal	—	100	Type and attack power depends on the Berry held by user	Exeggcute, Phanpy, and others
Pluck	Flying	60	100	Eats and triggers the effects of foe's Berry	Fearow, Dodrio, and others
Recycle	Normal	—	—	Makes a used-up held item useable again	Porygon, Munchlax, and others
Switcheroo	Dark	—	100	Swaps items between user and target	Persian, Hypno, and others
Thief	Dark	40	100	If target has a held item and user has none, user steals target's item	Mightyena, Kecleon, and others
Trick	Psychic	—	100	Swaps items between user and target	Kadabra, Mr. Mime, and others

Move Technique 8 Use moves with set damage to take down hard opponents

A Pokémon with high Attack or Sp. Attack does more damage, but an opponent with high Defense or Sp. Defense will take less damage. If your Pokémon's Attack is low and your foe's Defense is high, try moves with a set amount of damage. These moves let you ignore your opponent's defensive stats.

Effect of fixed-damage moves



When you use Night Shade, the attack does damage regardless of the foe's Defense.

Moves that do a set amount of damage

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Dragon Rage	Dragon	—	100	Always does 40 points of damage	Gyarados, Dratini, and others
Night Shade	Haunter	—	100	Does damage equal to user's level	Spinarak, Natu, and others
Seismic Toss	Fighting	—	100	Does damage equal to user's level	Mankey, Pinsir, and others
SonicBoom	Normal	—	90	Always does 20 points of damage	Voltorb, Yanma, and others

Move Technique 9 Use recovery moves to get yourself out of trouble

Being hit by an attack lowers a Pokémon's HP. Once its HP drop to 0, it faints and can no longer battle. So, it's a good idea to have a Pokémon who knows HP-restoring moves or even moves that cure status conditions. As long as you have some healing power on your team, you'll be ready for long battles.

Effect of recovery moves



Using Recover restores half of the user's max HP.

Examples of HP and status recovery moves

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Aqua Ring	Water	—	—	Restores HP gradually every turn	Marill, Mantine, and others
Aromatherapy	Grass	—	—	Heals status conditions of all Pokémon in your party	Parasect, Meganium, and others
Drain Punch	Fighting	60	100	Restores HP equal to half the damage dealt to target	TM60*
Dream Eater	Psychic	100	100	Damages a sleeping foe and drains half of its HP to heal the user	Haunter, Noctowl, Gardevoir, Spiritomb, and others
Giga Drain	Grass	60	100	Restores HP equal to half the damage inflicted on target	Gloom, Sunkern, and others
Heal Bell	Normal	—	—	Heals status conditions of all Pokémon in your party	Miltank, Skitty, and others
Healing Wish	Psychic	—	—	User faints, but heals the next Pokémon's HP and status	Clefairy, Chansey, Chimecho, Buneary, and others
Leech Seed	Grass	—	90	Each turn, drains HP from the foe to heal the user	Exeggcute, Skiploom, Sunkern, Cacnea, and others
Lunar Dance	Psychic	—	—	User faints, but fully heals the next Pokémon's PP and status	Cresselia
Morning Sun	Normal	—	—	Restores HP (effect changes based on the weather condition)	Espeon, Beautifly, and others
Moonlight	Normal	—	—	Restores HP, the amount of which is based on the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP	Clefairy, Umbreon, Cresselia, and others
Recover	Normal	—	—	Restores half of max HP	Staryu, Porygon, and others
Refresh	Normal	—	—	Heals Poisoned, Paralysis, and Burn conditions	Lickitung, Chansey, and others
Rest	Psychic	—	—	Fully restores HP, but puts user to sleep for 2 turns	Snorlax, Ursaring, and others
Roost	Flying	—	—	Recovers half of user's HP (user loses its Flying-type status for that turn)	Pidgeot, Fearow, Noctowl, Pelipper, and others
Slack Off	Normal	—	—	Restores 1/2 of max HP	Slowbro, Slakoth, and others
Synthesis	Grass	—	—	Recovers HP (effect changes based on the weather condition)	Sunkern, Roselia, and others
Wish	Normal	—	—	Recovers half of user's HP at the end of the next turn (heals the next Pokémon if user switches out)	Togepi, Natu, Gardevoir, Illumise, and others

*The TM is listed since there are no Pokémon that learn this move by leveling up.

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Move Technique 10 Use moves to change Abilities

Each Pokémon has a unique Ability, and this Ability can have benefits in battle—protecting against status conditions, reducing the damage taken, and so on. You can upset your opponent's battle strategy by using moves to alter your opponent's Ability.

Effect of Ability-altering moves



If Shedinja's Ability changes, it becomes vulnerable to other types of moves (but still not Normal- and Fighting-type moves).

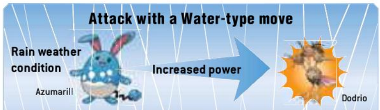
Some Ability-altering moves

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Gastro Acid	Poison	—	100	Negates foe's Ability	Arbok, Shuckle, and others
Gravity	Psychic	—	—	For five turns, Flying-type Pokémon and those with the Levitate Ability are vulnerable to Ground-type moves	Clefairy, Dusknoir, learn from Move Tutor, and others
Role Play	Psychic	—	—	Copies foe's Ability	Mr. Mime, Stantler, and others
Skill Swap	Psychic	—	—	Swaps Abilities with the foe	TM48 *1
Worry Seed	Grass	—	100	Changes foe's Ability to Insomnia	Exeggcute, Skiploom, and others

Move Technique 11 Change the weather to power up your moves

Moves can be used to change the weather, and that can affect Abilities or the strength of other moves. For example, Synthesis recovers more HP when the weather is Sunny, while the Rain weather condition gives the move Thunder perfect accuracy. Learn how to use weather conditions to help your team.

Weather's effect on attacks



The Rain weather condition favors Pokémon who know Water-type moves.

Moves that change the weather

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Hail	Ice	—	—	Hail weather is in effect for five turns (all Pokémon except for Ice types take damage each turn)	Articuno, Castform, Snorunt, Spheal, Glaceon, Mamoswine, and others
Rain Dance	Water	—	—	The Rain weather condition is in effect for five turns, strengthening Water-type moves and weakening Fire-type moves	Poliwag, Slowbro, Gyarados, Lapras, Azumarill, Quagsire, and others
Sandstorm	Rock	—	—	Sandstorm weather is in effect for five turns (all Pokémon except for Rock-, Steel-, or Ground-type Pokémon take damage each turn)	Sandslash, Onix, Nosepass, Trapinch, Cacturne, Claydol, and others
Sunny Day	Fire	—	—	The Sunny weather condition is in effect for five turns, strengthening Fire-type moves and weakening Water-type moves	Magmar, Moltres, Bellossom, Sunkern, Cherubi, Leafeon, and others

Moves affected by weather

Move	Type	Pow.	Acc.	Effect	Pokémon Who Can Learn the Move
Blizzard	Ice	120	70	10% chance of freezing target (less powerful in Double Battles)	Jynx, Piloswine, and others
Moonlight	Normal	—	—	Restores HP (effect changes based on the weather condition)	Clefairy, Umbreon, and others
Morning Sun	Normal	—	—	Restores HP (effect changes based on the weather condition)	Espeon, Beautifly, and others
SolarBeam	Grass	120	100	In the Sunny weather condition, attacks on same turn instead of the next turn*2	Vileplume, Sunflora, and others
Synthesis	Grass	—	—	Recovers HP (effect changes based on the weather condition)	Ivysaur, Hoppip, and others
Thunder	Electric	120	70	30% chance of inflicting Paralysis on the foe and 100% accuracy in the Rain weather condition	Pikachu, Ampharos, and others
Weather Ball	Normal	50	100	Move type can change, depending on the weather condition	Castform, Roserade, and others

*1 The TM is listed since there are no Pokémon that learn this move by leveling up.
*2 Its power is halved in the Rain, Sandstorm, Hail, or Fog weather conditions.

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Pokémon Battle Primer 6

Use Pokémon Abilities to Their Fullest



Understanding Abilities is another key to victory

Pokémon Abilities can affect everything—damage taken from moves, weather effects, even how you switch Pokémon in and out of battle. Once you know how Abilities work, use them to get a strategic advantage in battle.

Ability Technique 1 Use Abilities to make attacks more effective

Many Abilities affect attacks, and some will raise attack power or alter move accuracy. The CompoundEyes Ability is a prime example. Pokémon with this Ability have greater accuracy when using moves. That also means there's less risk in teaching them moves with low base accuracy. As you can see, mastering Abilities makes your team more effective and opens up new options.

Effect of useful attack Abilities



When Ledian is low on HP, focus on using Bug-type moves if you can. They'll be more powerful than usual.

Examples of Abilities that affect attacks

Ability	Effect	Pokémon Who Can Have the Ability
Adaptability	Type matchup effects are boosted for moves of the same type as the user	Eevee, Porygon-Z
Blaze	Raises the power of Fire-type moves by 50% when user's HP drops below 1/3	Charizard, Typhlosion, and others
CompoundEyes	Raises accuracy by 30%	Butterfree, Yanma, and others
Guts	Attack stat rises by 50% when user has a status condition	Heracross, Taillow, and others
Huge Power	Gives user high Attack stat (if Huge Power is negated, Attack is halved)	Marill, Azumarill, and others
Iron Fist	Increases the power of punching moves like Mach Punch, Bullet Punch, etc.*	Hitmonchan
Mold Breaker	User can attack without being affected by foe's Ability	Pinsir, Rampardos, and others
No Guard	Both sides' moves always strike their targets	Machoke, Machamp, and others
Overgrow	Raises the power of Grass-type moves by 50% when user's HP drops below 1/3	Venusaur, Meganium, and others
Pure Power	Gives user high Attack stat (if Pure Power is negated, Attack is halved)	Meditite, Medicham
Reckless	Raises the power of moves with recoil damage, such as Jump Kick and Hi Jump Kick	Hitmonlee
Rock Head	No recoil damage from moves like Take Down and Double-Edge	Sudowoodo, Steelix, and others
Scrappy	User can hit Ghost-type Pokémon with Normal- and Fighting-type moves	Kangaskhan, Miltank
Serene Grace	Doubles moves' chances of inflicting side effects	Blissey, Togekiss, and others
Skill Link	Moves that make multiple attacks per turn will strike the maximum number of times	Shellder, Cloyster
Sniper	Critical hits do more damage	Octillery, Kingdra, and others
Super Luck	Raises user's critical-hit rate	Absol, Honchkrow, and others
Swarm	Raises the power of Bug-type moves by 50% when user's HP drops below 1/3	Ledian, Ariados, and others
Technician	Moves with a Power of 60 or less have their power increased by 50%	Persian, Ambipom, and others
Tinted Lens	Negates the type disadvantage of user's moves that are not very effective	Venomoth, Yanmega, and others
Torrent	Strengthens Water-type moves by 50% when user's HP drops below 1/3	Blastoise, Feraligatr, and others

* A move that would normally do half damage will do normal damage and quarter-damage moves will do half damage.

Ability Technique 2 Defensive Abilities help protect Pokémon from damage

Abilities can also kick in when a Pokémon is on the receiving end of an attack. Some Abilities reduce or outright negate damage from certain types of moves. Electivire's Motor Drive is one such Ability: it negates Electric-type damage and raises Electivire's Speed when it's hit by an Electric-type move. Clever use of defensive Abilities like Motor Drive is a good way to beat your opponents.

Effect of defensive Abilities



Pokémon with the Levitate Ability are immune to damage from Ground-type moves.

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Examples of defensive Abilities

Ability	Effect	Pokémon Who Can Have the Ability
Aftermath	If user is knocked out by a direct attack, foe takes damage equal to 1/4 of user's max HP	Drifloon, Drifblim, Stunky, Skuntank
Battle Armor	Foe cannot score a critical hit	Kabutops, Armaldo, and others
Color Change	When user is hit, it becomes the same type as the move that just hit it	Kecleon
Dry Skin	Restores HP when user is hit by a Water-type move (in the Rain weather condition, it regenerates HP each turn)	Parasect, Toxicroak, and others
Filter	Minimizes the damage taken from supereffective moves	Mr. Mime, Mime Jr.
Flash Fire	When user is hit by a Fire-type move, it takes no damage and the power of its Fire-type moves increases by 50%	Ninetales, Arcanine, Flareon, Houndoom, and others
Heatproof	Halves damage taken from Fire-type moves and the Burn status condition	Bronzor, Bronzong
Levitate	User is immune to Ground-type moves	Gengar, Weezing, and others
Liquid Ooze	When foe uses a move to drain user's HP, the foe takes damage instead	Tentacruel, Swalot, and others
Magic Guard	Protects user from damage that isn't direct damage from an attack (e.g. damage from the Poisoned condition or Spikes)	Clefairy, Clefable, Cleffa
Motor Drive	When user is hit by an Electric-type move, it takes no damage and its Speed goes up by 1	Electivire
Pressure	When user is hit by a foe's move, that move loses 1 extra PP	Aerodactyl, Dusknoir, and others
Rough Skin	Does some damage to foes that land a direct attack	Carvanha, Sharpedo
Shell Armor	Foe cannot score a critical hit	Lapras, Omastar, and others
Solid Rock	Minimizes the damage taken from supereffective moves	Camerupt, Rhyperior
Soundproof	Protects user from sound-based moves	Electrode, Exploud, and others
Sturdy	Protects user against one-hit KO moves like Horn Drill and Sheer Cold	Forretress, Shuckle, and others
Thick Fat	Halves damage taken from Fire- and Ice-type moves	Snorlax, Miltank, and others
Volt Absorb	When user is hit by an Electric-type move, it gains HP rather than taking damage	Jolteon, Lanturn, and others
Wonder Guard	Protects user against all moves except supereffective ones	Shedinja

More Details: Baffle your foe with two different Abilities

For Pokémon who have two Abilities listed, each one will have only one of the two—but your opponent doesn't know ahead of time which one it is. Use this to your advantage.

When your foe can't tell what works

Bronzong either has the Levitate Ability that protects against Ground-type moves, or the Heatproof Ability that halves damage from Fire-type moves. Which is it? Opponents will have to find out the hard way.



Bronzong
Steel | Psychic
ABILITIES
- Levitate
- Heatproof

Pull the plug on Electric-type moves

Send in a Pokémon that could have the Lightningrod Ability, and your opponent may think twice before using any Electric-type moves... regardless of which Ability your Pokémon actually has.



Rhyperior
Ground | Rock
ABILITIES
- Lightningrod
- Solid Rock

Ability Technique 3: Using Abilities to cause and cure status conditions

Abilities can also inflict status conditions on an attacking foe. For instance, a foe who hits Ampharos with a direct attack has a 30% chance of ending up Paralyzed by Ampharos's Static Ability. Other Abilities work by curing the user's status conditions, like Altaria's Natural Cure. This Ability cures Altaria's status conditions when it switches out of battle. The more you know about these Abilities, the better you'll do.

Effect of Abilities related to status conditions

Cute Charm Ability in effect



A Pokémon with the Cute Charm Ability can make a foe hesitant to attack.

Examples of Abilities related to status conditions

Ability	Effect	Pokémon Who Can Have the Ability
Cute Charm	30% chance of inflicting Infatuation on a foe who hits user with a direct attack	Clefable, Wigglytuff, and others
Effect Spore	30% chance of counter-inflicting Poison, Paralysis, or Sleep on a foe who hits user with a direct attack	Paras, Parasect, Shroomish, Breloom
Flame Body	30% chance of inflicting the Burned condition on a foe who hits user with a direct attack	Magcargo, Magmortar, and others
Natural Cure	Cures user's status conditions when user switches out of battle	Starmie, Altaria, and others
Poison Heal	When user has the Poison condition, it recovers some HP each turn	Shroomish, Breloom
Poison Point	30% chance of inflicting Poison on a foe who hits user with a direct attack	Qwilfish, Roserade, and others
Static	30% chance of inflicting Paralysis on a foe who hits user with a direct attack	Ampharos, Manectric, and others
Synchronize	When user has the Poison, Paralysis, or Burned condition, foe receives the same condition	Espeon, Umbreon, and others

Ability Technique 4 Use Abilities to affect stats

Abilities can raise a user's stats, lower an opponent's stats, even protect the user from having its stats lowered by the foe's moves or Ability. One great advantage of these Abilities is that they work automatically. Unlike stat-altering moves, you don't have to spend a turn to use them.

Effect of Abilities that affect stats



When a Pokémon with the Intimidate Ability enters battle, the foe's Attack is lowered by 1.

Examples of Abilities that affect stats

Ability	Effect	Pokémon Who Can Have the Ability
Anger Point	Maximizes user's Attack when user is hit by an attack	Primeape, Tauros, and others
Clear Body	Protects against moves and Abilities that lower stats	Tentacruel, Metagross, and others
Hustle	Raises Attack by 50%, but lowers the accuracy of user's physical moves by 20%	Corsola, Remoraid, and others
Hyper Cutter	Attack cannot be lowered	Pinsir, Gliscor, and others
Intimidate	Lowers foe's Attack by 1 when user enters battle	Gyarados, Granbull, and others
Marvel Scale	When user has a status condition, its Defense increases 50%	Milotic
Minus	Raises Sp. Defense by 50% if a Pokémon with the Plus Ability is in battle	Minun
Motor Drive	When user is hit by an Electric-type move, it takes no damage and its Speed goes up by 1	Electivire
Plus	Raises Sp. Attack by 50% if a Pokémon with the Minus Ability is in battle	Plusle
Quick Feet	When user has a status condition, its Speed increases 50%	Granbull, Ursaring, and others
Speed Boost	Each turn, Speed goes up by 1	Ninjask, Yanmega, and others
Steadfast	User's Speed goes up by 1 every time the foe flinches	Lucario, Gallade, and others
Unburden	User's Speed doubles if it loses its held item (Speed returns to normal if user picks up another item)	Drifloon, Drifblim
White Smoke	Protects against moves and Abilities that lower stats	Torkoal

Ability Technique 5 Using Abilities that activate when a Pokémon switches out

Some Abilities activate when a Pokémon switches into or out of battle, like the Shadow Tag Ability. Wynaut and Wobbuffet have this Ability, which prevents the opposing Pokémon from switching out. Since switching Pokémon is a vital part of any battle strategy, Shadow Tag and other Abilities can be used to disrupt your opponent's best strategies.

Effect of Abilities that affect switching out



The Magnet Pull Ability prevents Steel-type foes from switching out.

Examples of Abilities that affect switching out

Ability	Effect	Pokémon Who Can Have the Ability
Arena Trap	Prevents foe from fleeing or switching out (no effect against Flying-type Pokémon or Pokémon with the Levitate Ability)	Diglett, Dugtrio, Trapinch
Magnet Pull	Prevents Steel-type Pokémon from fleeing or switching out	Magnezone, Probopass, and others
Shadow Tag	Prevents foe from fleeing or switching out (no effect if both sides have Shadow Tag)	Wobbuffet, Wynaut
Suction Cups	Negates moves that normally force the foe to switch out, such as Whirlwind and Roar	Octillery, Cradily, and others

Ability Technique 6 Using weather-related Abilities

Weather affects Abilities as well as moves. Just look at Ludicolo's Rain Dish, an Ability that restores its HP in the Rain weather condition. By pairing the right Abilities with the right weather, you can create battle conditions that strongly favor your team.

Effect of weather-related Abilities



Cacturne's Sand Veil Ability increases its evasion in the Sandstorm weather condition.

Examples of weather-related Abilities

Ability	Effect	Pokémon Who Can Have the Ability
Air Lock	All Pokémon in battle are immune to weather effects	Rayquaza
Chlorophyll	Speed is doubled in Sunny weather	Exeggutor, Tangrowth, etc.
Cloud Nine	All Pokémon in battle are immune to weather effects	Psyduck, Golduck
Drizzle	Turns weather to Rain when user enters battle	Kyogre
Drought	Turns weather to the Sunny condition when user enters battle	Groudon
Dry Skin	Restores HP when user is hit by a Water-type move (user recovers HP during each turn of the Rain weather condition, but takes damage during each turn of the Sunny weather condition)	Paras, Parasect , Croagunk, Toxicroak
Flower Gift	In the Sunny weather condition, user's and ally's Attack and Sp. Defense increase by 50%	Cherrim
Forecast	Changes Castform's appearance and type according to the weather	Castform
Hydration	In the Rain weather condition, user's status conditions are cured at the end of the turn	Dewgong, Manaphy, and others
Ice Body	Gradually restores HP in the Hail weather condition	Glalie, Walrein, and others
Leaf Guard	User is protected from status conditions during the Sunny weather condition	Jumpluff, Leafeon, and others
Rain Dish	Gradually restores HP in the Rain weather condition	Lombre, Ludicolo, and others
Sand Stream	Turns weather condition to Sandstorm when user enters battle	Tyranitar, Hippowdon, and others
Sand Veil	Evasion increases in the Sandstorm weather condition	Sandslash, Cacturne, and others
Snow Cloak	Evasion increases in the Hail weather condition	Glaceon, Mamoswine, and others
Snow Warning	Turns weather condition to Hail when user enters battle	Snover, Abomasnow
Solar Power	In the Sunny weather condition, Attack increases by 50% but HP drops each turn	Sunflora, Tropius, and others
Swift Swim	Speed is doubled in the Rain weather condition	Kabutops, Kingdra, and others



Pokémon Battle Primer 7 Use Items to Develop New Strategies



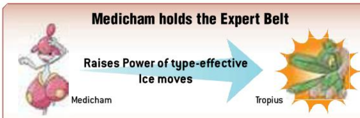
Held items give you an edge over your opponent

Give your Pokémon held items and you'll see that they often have useful effects in battle. A carefully-chosen held item can enhance a Pokémon's strengths or make up for its shortcomings, so don't neglect the importance of items when you're developing your battle plans.

Item Technique 1 Held items can power up attacks

Held items can be a big help in battle, and not just for healing. An item like the Muscle Band increases the power of the Pokémon who holds it. That means you can defeat foes in fewer turns, which also means foes have fewer chances to injure your Pokémon. It's a real win-win situation.

Effects of attack items



The Expert Belt raises the power of user moves that have a type advantage against their target.

Examples of held items that affect attacks

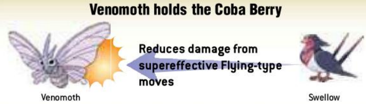
Item	Effect	Where Found
Big Root	Increases the amount of HP the user absorbs from moves that drain the foe's HP	Route 3
BlackGlasses	Raises the power of Dark-type moves	Person in Dark Cave
Black Sludge	Restores HP each turn when held by a Poison-type Pokémon (drains HP each turn if held by any other type of Pokémon)	Cerulean Cave B1F
BrightPowder	Raises evasion	DJ Mary at Radio Tower 4F, etc.
Choice Band	You can only use one move, but Attack increases by 50%	Exchange for 48 BP
Choice Scarf	You can only use one move, but Speed increases by 50%	Your mom buys it for you, etc.
Choice Specs	You can only use one move, but Sp. Attack increases by 50%	Lake of Rage
Expert Belt	Raises the power of supereffective moves	Mt. Silver Cave
King's Rock	When held, it occasionally makes an attacking foe flinch	Pokéathlon prize, etc.
Lax Incense	Raises evasion	Route 38
Metronome	Strengthens moves used more than once in a row	Exchange for 1,000 Coins
Miracle Seed	Raises the power of Grass-type moves	Person on Route 32
Muscle Band	Raises the power of physical moves	Your mom buys it for you, etc.
Quick Claw	User occasionally strikes first	Person at National Park
Razor Claw	Raises user's critical hit rate (also used to evolve certain Pokémon)	Exchange for 48 BP
Razor Fang	User's attacks may make foe flinch (also used to evolve certain Pokémon)	Exchange for 48 BP
Scope Lens	Increases critical hit rate	Exchange for 48 BP
Silk Scarf	Strengthens Normal-type moves	Exchange for 1,000 Coins
SilverPowder	Raises the power of Bug-type moves	Pokéwalker
Wide Lens	Raises move accuracy	Exchange for 1,000 Coins
Wise Glasses	Strengthens special moves	Pewter City
Zoom Lens	Raises user's move accuracy if the foe strikes first	Exchange for 1,000 Coins

Item Technique 2 Berries reduce damage from supereffective moves

Pokémon each have types that they're weak against, but some single-use berries will reduce the damage taken from supereffective moves. This can spare your Pokémon a knockout hit, letting you hang on to fight another round.

Effect of damage-reducing Berries

Venomoth holds the Coba Berry



By holding the Coba Berry, Venomoth reduces the damage it takes from Flying-type moves that are super effective against it.

Berries that reduce damage when held

Item	Effect	Where Found
Babiri Berry	Halves damage taken from supereffective Steel-type moves	Your mom buys for it you, etc.
Charti Berry	Halves damage taken from supereffective Rock-type moves	Your mom buys for it you, etc.
Chilan Berry	Halves damage taken from Normal-type moves	Your mom buys for it you, etc.
Chople Berry	Halves damage taken from supereffective Fighting-type moves	Your mom buys for it you, etc.
Coba Berry	Halves damage taken from supereffective Flying-type moves	Your mom buys for it you, etc.
Colbur Berry	Halves damage taken from supereffective Dark-type moves	Your mom buys for it you, etc.
Haban Berry	Halves damage taken from supereffective Dragon-type moves	Your mom buys for it you, etc.
Kasib Berry	Halves damage taken from supereffective Ghost-type moves	Your mom buys for it you, etc.
Kebia Berry	Halves damage taken from supereffective Poison-type moves	Your mom buys for it you, etc.
Occa Berry	Halves damage taken from supereffective Fire -type moves	Your mom buys for it you, etc.
Passho Berry	Halves damage taken from supereffective Water-type moves	Your mom buys for it you, etc.
Payapa Berry	Halves damage taken from supereffective Psychic-type moves	Your mom buys for it you, etc.
Rindo Berry	Halves damage taken from supereffective Grass-type moves	Your mom buys for it you, etc.
Shuca Berry	Halves damage taken from supereffective Ground-type moves	Your mom buys for it you, etc.
Tanga Berry	Halves damage taken from supereffective Bug-type moves	Your mom buys for it you, etc.
Wacan Berry	Halves damage taken from supereffective Electric-type moves	Your mom buys for it you, etc.
Yache Berry	Halves damage taken from supereffective Ice-type moves	Your mom buys for it you, etc.

Item Technique 3 Use items designed to help you out of a tight spot

Certain held items take effect once a Pokémon's HP drops to low levels, like the Liechi Berry. This Berry raises a Pokémon's Attack when it's low on HP. Other items let a Pokémon hang on with 1 HP instead of fainting. By using these items to tough out a battle, you can last long enough to turn the tables on your opponent.

Effect of items that work in a crisis

Nidoqueen holds the Salac Berry



When Nidoqueen's HP are low, the Salac Berry raises its Speed, giving it a better shot at making a counterattack.

Examples of held items that can reverse a bad situation

Item	Effect	Where Found
Apicot Berry	Raises user's Sp. Defense by 1 when it runs low on HP	Pokéwalker
Focus Band	Sometimes leaves user with 1 HP if hit by a move that would've knocked it out	Exchange for 48 BP
Focus Sash	Leaves user with 1 HP if hit by a move that would've knocked it out (when its HP is full)	Your mom buys for it you, etc.
Ganlon Berry	Raises user's Defense by 1 when it runs low on HP	Pokéwalker
Lansat Berry	Raises user's critical hit rate when it runs low on HP	Link trade
Liechi Berry	Raises user's Attack by 1 when it runs low on HP	Pokéwalker
Petaya Berry	Raises user's Sp. Attack by 1 when it runs low on HP	Pokéwalker
Salac Berry	Raises user's Speed by 1 when it runs low on HP	Pokéwalker
Starf Berry	Raises one of user's stats by 2 when it runs low on HP	Pokéwalker

Item Technique 4 Held items can heal HP and status conditions

Pokémon can use held items to recover HP or cure a status condition. For instance, holding the Leftovers will regenerate some HP each turn. These curative items can bring a Pokémon back from the brink of a bad situation and turn the battle to your favor.

Effect of curative held items

Snorlax holds the Chesto Berry



The Chesto Berry lets you surprise the foe, waking Snorlax up after it's been hit with the Sleep status.

Examples of curative held items

Item	Effect	How to get
Aspear Berry	Cures the user's Frozen status	Goldenrod Department Store drawing, etc.
Cheri Berry	Cures the user's Paralysis status	Goldenrod Department Store drawing, etc.
Chesto Berry	Cures the user's Sleep status	Goldenrod Department Store drawing, etc.
Destiny Knot	If user becomes Infatuated, foe also becomes Infatuated	Route 27
Enigma Berry	Restores user's HP when user is hit by a supereffective move	Link trade
Leftovers	Restores a small amount of HP each turn	Held by Snorlax
Leppa Berry	Automatically restores 10 PP when a move runs out of PP	Ruins of Alph, etc.
Lum Berry	Cures the user's status conditions	Pokéwalker, etc.
Mental Herb	Cures the user's Infatuated status (single-use item)	Route 7
Oran Berry	Automatically restores 10 HP when user's HP drops below 1/2	Goldenrod Department Store drawing, etc.
Pecha Berry	Cures the user's Poisoned status	Goldenrod Department Store drawing, etc.
Persim Berry	Cures the user's Confused status	Goldenrod Department Store drawing, etc.
Rawst Berry	Cures the user's Burn status	Goldenrod Department Store drawing, etc.
Shell Bell	When user inflicts damage, it receives HP equal to 1/8 of the damage inflicted	Route 32
Sitrus Berry	Automatically restores 1/4 of user's max HP when its HP drops below 1/2	Bug-Catching Contest, etc.
White Herb	Restores lowered stats (single-use item)	Exchange for 32 BP

Item Technique 5 Using held items that have negative effects

After all that, what about items that *hurt* the Pokémon who holds them? Yes, these items have lots of uses, too. A classic maneuver is to use Trick to stick your foe with one of these items. Once you know how these items work, you're sure to invent some strategies of your own.

Effect of harmful held items

Linoone holds the Iron Ball



Forcing the foe to hold an Iron Ball can be to your advantage.

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Examples of harmful held items

Item	Effect	Where Found
Aguav Berry	Restores HP, but user becomes Confused if it dislikes Bitter flavors	Spin Trade, etc.
Figy Berry	Restores HP, but user becomes Confused if it dislikes Spicy flavors	Spin Trade, etc.
Flame Orb	Inflicts Burn status on the Pokémon who holds it	Exchange for 16 BP, Pokéwalker
Full Incense	User strikes last	Mt. Mortar 1F (back)
Iapapa Berry	Restores HP, but user becomes Confused if it dislikes Sour flavors	Spin Trade, etc.
Iron Ball	Lowers Speed, makes Flying-type Pokémon or those with the Levitate Ability vulnerable to Ground-type moves	Mt. Mortar 1F (back), Pickup Ability
Lagging Tail	User strikes last	Route 47
Life Orb	Lowers user's HP each time it attacks, but raises attack power	Ruins of Alph
Mago Berry	Restores HP, but user becomes Confused if it dislikes Sweet flavors	Spin Trade, etc.
Sticky Barb	Damages user each turn that's it held (sometimes sticks to foe if touched)	Vermilion City
Toxic Orb	User becomes Badly Poisoned	Exchange for 16 BP
Wiki Berry	Restores HP, but user becomes Confused if it dislikes Dry flavors	Spin Trade, etc.

Item Technique 6 Using items to extend the duration of moves

Held items can extend the duration of certain moves or weather conditions. You could use a held item to make Sunny Day's Sunny weather condition or Reflect, which halves damage taken by the user, last longer than usual. And of course, the longer you can make these effects last, the better it is for you.

Effect of items that affect move duration



Walrein can use Hail to create the Hail weather condition, and then extend its duration by holding the Icy Rock.

Held items that affect duration

Item	Effect	Where Found
Damp Rock	Extends the duration of the Rain weather condition	Pokéwalker
Grip Claw	Extends the duration of moves like Bind and Wrap	Seafoam Islands B1F
Heat Rock	Extends the duration of the Sunny weather condition	Pokéwalker
Icy Rock	Extends the duration of the Hail weather condition	Pokéwalker
Light Clay	Extends the duration of moves like Reflect and Light Screen	Route 9
Smooth Rock	Extends the duration of the Sandstorm weather condition	Pokéwalker

Item Technique 7 Power up Pokémon with specialized items

There are some held items that only have an effect when held by a particular Pokémon. One example is the Light Ball, which raises Pikachu's Attack and Sp. Attack, but there are other Pokémon-specific held items out there. If you get your hands on one, equip it on the appropriate Pokémon before starting a battle.

Effect of specialized items



When Marowak holds the Thick Club, its Attack is doubled.

Examples of Pokémon-specific held items

Item	Effect	Where Found
Adamant Orb	When held by Dialga, raises the power of Dragon- and Steel-type moves	Link trade, special distribution
DeepSeaScale	When held by Clamperl, doubles Sp. Defense	Dowsing MCHN (Route 20)
DeepSeaTooth	When held by Clamperl, doubles Sp. Attack	Dowsing MCHN (Route 20)
Griseous Orb	When held by Giratina, changes its Forme and strengthens Dragon- and Ghost-type moves	Special distribution
Light Ball	When held by Pikachu, doubles Attack and Sp. Attack	Sometimes held by wild Pikachu
Lucky Punch	When held by Chansey, raises its critical hit rate	Girl on Route 14
Lustrous Orb	When held by Palkia, raises the power of Dragon- and Water-type moves	Link trade, special distribution
Metal Powder	When held by Ditto, doubles Defense	Sometimes held by wild Ditto
Quick Powder	Raises Ditto's Speed	Sometimes held by wild Ditto
Soul Dew	When held by Latios or Latias, raises Sp. Attack and Sp. Defense	Link trade
Stick	When held by Farfetch'd, raises its critical hit rate	Sometimes held by wild Farfetch'd
Thick Club	When held by Cubone or Marowak, doubles Attack	Sometimes held by wild Cubone and Marowak

Pokémon Battle Primer 8

Master the Art of the Battle Combo



Take what you know about moves, Abilities, and items, and pull it all together in a winning strategy

A combo is a combination of Pokémon moves, Abilities, or held items. When you use them together in just the right way, it makes a big difference in battle.

Combo Technique 1 Examples of combos for Single Battle

Move: Outrage + **Item:** Persim Berry

Outrage has a Power of 120 but a nasty habit of inflicting the Confused status on its own user. Holding a Persim Berry will undo the Confused status as soon as it occurs.

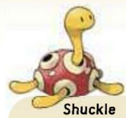


Rayquaza
Dragon | Flying
ABILITY
● Air Lock

Pokémon that can use this combo: Charmander, Kangaskhan, Dragonite, Larvitar, and others

Move: Rest + **Item:** Chesto Berry

Although Rest fully restores a Pokémon's HP, it also makes that Pokémon Sleep at the same time. If that Pokémon holds a Chesto Berry as a countermeasure, it should wake up from its nap right away.



Shuckle
Bug | Rock
ABILITIES
● Sturdy
● Gluttony

Pokémon that can use this combo: Dewgong, Tauros, Snorlax, Ursaring, and others

Ability: Super Luck + **Move:** Night Slash

The Super Luck Ability raises its user's critical-hit rate. Night Slash is a move that already has a high critical-hit rate. When these two great tastes get together, you'll have an even better chance of landing critical hits and dishing out serious damage.



Honchkrow
Dark | Flying
ABILITIES
● Insomnia
● Super Luck

Pokémon that can use this combo: Absol, Honchkrow

Ability: Mold Breaker + **Move:** Earthquake

With Mold Breaker, a Pokémon can hit a foe that is normally protected by its Ability. So Earthquake, a Ground-type move, would now hit Pokémon with the Levitate Ability. Use this combo to shake up any opponents who thought they were safe.



Pinsir
Bug
ABILITIES
● Hyper Cutter
● Mold Breaker

Pokémon that can use this combo: Pinsir, Cranidos, Rampardos

Ability: Guts + **Item:** Flame Orb

The Guts Ability raises a Pokémon's Attack when it has a status condition. So hand that Pokémon a Flame Orb, which inflicts a Burned status on its user. To turn up the heat, add on the Facade move—its Attack power increases when its user is burned.



Ursaring
Normal
ABILITIES
● Guts
● Quick Feet

Pokémon that can use this combo: Raticate, Heracross, Swellow, Hariyama, and others

Ability: Poison Heal + **Item:** Toxic Orb

The Poison Heal restores HP on each turn that a Pokémon has a Poison status. If you give that Pokémon the Toxic Orb, which causes a Badly Poisoned status for the Pokémon that holds it, you've now created a healing combo. The great thing about this combo is that it heals your Pokémon without using Berries or moves.



Breloom
Grass | Fighting
ABILITIES
● Effect Spore
● Poison Heal

Pokémon that can use this combo: Shroomish, Breloom

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Move Air Slash + **Item** King's Rock

Air Slash has a 30% chance of making its target flinch. You can up those odds by giving your Pokémon a King's Rock, which can also make the foe flinch. Cap it off with Togekiss's Ability, Serene Grace. This Ability makes it more likely that a move's side effects will occur. Foes will be hard pressed *not* to flinch in the face of this clever combo.



Togekiss
Normal | Flying
ABILITIES
- Hustle
- Serene Grace

Pokémon that can use this combo: Pidgeot, Noctowl, Crobat, Skarmory, and others

Ability No Guard + **Move** DynamicPunch

The No Guard Ability gives perfect accuracy to both its user and the foe. This isn't a problem if you use DynamicPunch. The move normally has only 50% accuracy, but now it's guaranteed to strike. It has a Power of 100 and can cause a Confused condition on an opponent, too.



Machamp
Fighting
ABILITIES
- Guts
- No Guard

Pokémon that can use this combo: Machop, Machoke, Machamp

Ability Speed Boost + **Move** Baton Pass

With the Speed Boost Ability, Ninjask's Speed increases with each passing turn. Pair that with Baton Pass, which passes on the user's stat alterations to the next Pokémon you switch in, and your next Pokémon will have its own significant Speed boost.



Ninjask
Bug | Flying
ABILITY
- Speed Boost

Pokémon that can use this combo: Ninjask

Move Hypnosis + **Move** Dream Eater

Dream Eater only works if your foe is asleep. But when it works, it works great! It damages a sleeping foe *and* recovers the user's HP by half of the damage inflicted. If you use Hypnosis to make your foe Sleep, you can follow up with Dream Eater.



Noctowl
Normal | Flying
ABILITIES
- Insomnia
- Keen Eye

Pokémon that can use this combo: Gengar, Kirlia, Gardevoir, Spiritomb, and others

Ability Klutz + **Move** Switcheroo

The Klutz Ability prevents Buneary and Lopunny from feeling the effects of their held items. So why not give them harmful items, then use Switcheroo to stick an opponent with the goods? Buneary and Lopunny can inherit Switcheroo as an Egg move from Hypno or Persian.



Lopunny
Normal
ABILITIES
- Cute Charm
- Klutz

Pokémon that can use this combo: Buneary, Lopunny

Ability Rock Head + **Move** Double-Edge

Double-Edge has a Power of 120, but the user takes recoil damage. It's most effective when paired with Pokémon whose Rock Head Ability prevents recoil damage, letting you use Double-Edge without hesitation.



Steelix
Steel | Ground
ABILITIES
- Rock Head
- Sturdy

Pokémon that can use this combo: Golem, Marowak, Sudowoodo, Aggron, and others

Move Endure + **Move** Reversal

The lower the user's HP, the more powerful Reversal becomes. Now imagine what happens if you also use Endure, which lets Pokémon hang onto one last HP even in the face of KO hits. Once you're down to 1 HP, Reversal's incredible power means you could be the one scoring the knockout blow.



Heracross
Bug | Fighting
ABILITIES
- Swarm
- Guts

Pokémon that can use this combo: Hitmonlee, Kangaskhan, Hariyama, Riolu, and others

Move Toxic + **Move** Protect

When a Pokémon is badly poisoned, it takes increasing damage on each turn. Use Toxic to make the foe Badly Poisoned, then sit back and keep using Protect. You'll avoid taking damage while your opponent's status condition drains its HP with each passing turn.



Forretress
Bug
ABILITY
- Sturdy

Pokémon that can use this combo: Dustox, Pelipper, Glalie, Bastiodon, and others

Move Imprison + **Move** Protect

Imprison prevents the foe from using any moves that the user also knows. When Imprison is used by a Pokémon who knows Protect, the foe can't Protect itself, either. Use this combo together with the right moves and you'll really knock your opponents off their game.

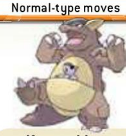


Stantler
Normal
ABILITIES
- Intimidate
- Frisk

Pokémon that can use this combo Vulpix, Gardevoir, Bronzong, Uxie, and others

Ability Scrappy + **Move** Normal-type moves

Normal-type moves don't work on Ghost-type Pokémon—unless you have the Scrappy Ability. Then use Kangaskhan's Fake Out to make a Ghost-type foe flinch and keep it from using its moves.



Kangaskhan
Normal
ABILITIES
- Early Bird
- Scrappy

Pokémon that can use this combo Kangaskhan, Miltank

Combo Technique 2 Examples of combos for Double Battles

Type Ghost type + **Move** Explosion

Explosion is powerful, but it hurts ally Pokémon as well as the foe. It's a Normal-type move, however, so any Ghost-type Pokémon on your team won't get even a scratch.



Mismagius
Ghost
ABILITY
- Levitate



Regice
Ice
ABILITY
- Levitate

Pokémon you can use in this combo Banette (Ghost type), Electrode (Explosion), and others

Type Flying type + **Move** Earthquake

Using Earthquake in a Double Battle will injure your teammate, as well. That is, unless your partner is a Flying type who isn't affected by the Ground-type move. Then all the damage ends up where it belongs: solely on your foes.



Skarmory
Steel Flying
ABILITIES
- Keen Eye
- Sturdy



Tyranitar
Rock Dark
ABILITY
- Sand Stream

Pokémon you can use in this combo Mantine (Flying type), Quagsire (Earthquake), and others

Ability Volt Absorb + **Move** Discharge

Discharge hits every other Pokémon in battle, putting your Double Battle partner in the line of fire. But a partner with Volt Absorb Ability recovers HP from the blast instead of losing it, so you can hit your foes while also healing your friends. Zap!



Jolteon
Electric
ABILITY
- Volt Absorb



Porygon-Z
Normal Flying
ABILITIES
- Adaptability
- Download

Pokémon you can use in this combo Chinchou (Volt Absorb Ability), Probopass (Discharge), and others

Move Belly Drum + **Move** Psych Up

A Pokémon can use Belly Drum to halve its HP but raise its Attack to the maximum. Another Pokémon can use Psych Up to duplicate the effects of stat-altering moves, so both Pokémon maximize their Attack.



Snorlax
Normal
ABILITIES
- Immunity
- Thick Fat



Metagross
Steel Psychic
ABILITY
- Clear Body

Pokémon you can use in this combo Hariyama (Belly Drum), Medicham (Psych Up), and others

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Ability Own Tempo + **Move** Swagger

Swagger raises Attack but also causes confusion, so make sure your support Pokémon has the Own Tempo Ability. That way, it can't be Confused.



Smeargle
Normal
ABILITIES
- Own Tempo
- Technician



Slowking
Water | Psychic
ABILITIES
- Oblivious
- Own Tempo

Pokémon you can use in this combo: Lickilicky (Own Tempo Ability), Politoed (Swagger), and others

Move Screech + **Move** Confuse Ray

One partner uses Screech to lower the foe's Defense, while the other partner follows up by inflicting the Confused status with Confuse Ray. A Confused foe can injure itself, and a lowered Defense makes for even more self-inflicted damage.



Umbreon
Dark
ABILITY
- Synchronize



Lapras
Water | Ice
ABILITIES
- Water Absorb
- Shell Armor

Pokémon you can use in this combo: Magnezone (Screech), Froslass (Confuse Ray), and others

Ability Snow Cloak + **Move** Hail

The Snow Cloak Ability raises a Pokémon's evasion in the Hail weather condition. Combine that with the Hail move, and your opponent will be pelted with damage while unable to hit your Pokémon.



Glaceon
Ice
ABILITY
- Snow Cloak



Articuno
Ice | Flying
ABILITY
- Pressure

Pokémon you can use in this combo: Mamoswine (Snow Cloak Ability), Walrein (Hail), and others

Ability Sand Veil + **Move** Sandstorm

Use Sandstorm to change the weather to Sandstorm, and your partner's evasion gets a boost from the Sand Veil Ability. As with the previous combo, you'll damage your foe and make your own team harder to hit.



Cacturne
Grass | Dark
ABILITY
- Sand Veil



Garchomp
Dragon | Ground
ABILITY
- Sand Veil

Pokémon you can use in this combo: Gliscor (Sand Veil Ability), Claydol (Sandstorm), and others

Ability Dry Skin + **Move** Rain Dance

Once Rain Dance changes the weather to Rain, the Dry Skin Ability recovers a small amount of HP each turn. This lasting combo makes for a tough team.



Toxicroak
Poison | Fighting
ABILITIES
- Anticipation
- Dry Skin



Suicune
Water
ABILITY
- Pressure

Pokémon you can use in this combo: Parasect (Dry Skin Ability), Milotic (Rain Dance), and others

Ability Chlorophyll + **Move** Sunny Day

In Sunny weather, Pokémon with the Chlorophyll Ability soak up the rays and increase their Speed. Use Sunny Day to bring out the sun and keep your team a step ahead of your opponent.



Exeggutor
Grass | Psychic
ABILITY
- Chlorophyll



Ho-Oh
Fire | Flying
ABILITY
- Pressure

Pokémon you can use in this combo: Jumpluff (Chlorophyll Ability), Magmortar (Sunny Day), and others



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Type Water type + **Ability** Lightningrod

Water-type Pokémon are weak against Electric-type moves. So partner up with a Pokémon whose Lightningrod Ability will harmlessly divert and absorb any Electric-type moves, leaving your Water types free to concentrate on battling.



Azumarill
Water
ABILITIES
- Thick Fat
- Huge Power



Rhyperior
Ground / Rock
ABILITIES
- Lightningrod
- Solid Rock

Pokémon you can use in this combo: Gyarados (Water type), Marowak (Lightningrod Ability), and others

Type Ground type + **Ability** Storm Drain

The Storm Drain Ability diverts any Water-type moves to the user. A Pokémon with this Ability provides good cover for a partner Pokémon who's weak against Water-type moves.



Golem
Rock / Ground
ABILITIES
- Rock Head
- Sturdy



Lumineon
Water
ABILITIES
- Swift Swim
- Storm Drain

Pokémon you can use in this combo: Camerupt (Ground type), Gastrodon (Storm Drain Ability), and others

Combo Technique 3 Examples of team combos

Ability Drought + **Ability** Flash Fire + **Move** Lava Plume + **Move** SolarBeam

Drought Ability changes the weather to Sunny, increasing Lava Plume's power. And when you use Lava Plume around an ally with Flash Fire, that ally's moves will power up. Sunny weather also lets Cherrim keep using SolarBeam, a move with a nice 120 Power, on each and every turn.



Groudon
Ground
ABILITY
- Drought



Heatran
Fire / Steel
ABILITY
- Flash Fire



Magmortar
Fire
ABILITY
- Flame Body



Cherrim
Grass
ABILITY
- Flower Gift

Pokémon you can use in this combo: Arcanine (Flash Fire Ability), Flareon (Lava Plume), and others

Ability Drizzle + **Ability** Rain Dish + **Move** Weather Ball + **Move** Thunder

Use the Drizzle Ability to create the Rain weather condition, and Pokémon with the Rain Dish Ability will recover HP every turn. The Rain weather condition will change Weather Ball to a Water-type move that's now twice as powerful, and Thunder also gains perfect accuracy.



Kyogre
Water
ABILITY
- Drizzle



Ludicolo
Water / Grass
ABILITIES
- Swift Swim
- Rain Dish



Castform
Normal
ABILITY
- Forecast



Electivire
Electric
ABILITY
- Motor Drive

Pokémon you can use in this combo: Roserade (Weather Ball), Zapdos (Thunder), and others

Move	Move	Item
Trick Room	Fling	Iron Ball

Use Trick Room to give the slowest Pokémon the first attack, thus putting the Pokémon holding Iron Ball at an advantage. Once Trick Room wears off, use Fling to toss the Iron Ball at your foe.



Dusknoir
Ghost
ABILITY
● Pressure



Uxie
Psychic
ABILITY
● Levitate



Weavile
Dark | Ice
ABILITY
● Pressure

Pokémon you can use in this combo Porygon-Z (Trick Room), Muk (Fling), and others

Pokémon Battle Primer 9

Adapt Your Strategy to Win Battles



Change strategies to foil your opponent's plans

Battles are tough: nobody wants to lose, least of all your opponent. So when it's all on the line, what strategy works best to conserve your team's HP while taking out your foes? Study the tips below and experiment to find your own best techniques.

Battle Strategy 1 Multiply your attack damage

Supereffective moves are an easy way to do extra damage. The exact damage can vary dramatically, depending on the move type and the type of the Pokémon you're attacking. Remember the core techniques for increasing damage and learn which moves do the most damage. As always, the faster you defeat your opponent, the less you'll expose your team to incoming attacks, helping you conserve your Pokémon's HP.

Basic damage multipliers

1 Strike at a target's type weakness to do double damage

Damage is doubled when the attacking move type is one that the target is weak against. Make it a habit to check the type of each new opponent that switches into battle.



Feraligatr
Water
ABILITY
● Torrent

Attacks with an Ice-type move



Bellossom
Grass
ABILITY
● Chlorophyll

Damage 2x

Ice-type moves are super effective against Grass-type Pokémon, doing double damage.

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2 Match a Pokémon to its move type and do 50% more damage

When a move is the same type as that of the Pokémon using it, the move's damage increases by 50%. Even if you don't have a type advantage against your target, your Pokémon still does extra damage if it knows a move that matches its own type.

Feraligatr — Water — ABILITY: ● Torrent

Attacks with a Water-type move →

Ursaring — Normal — ABILITIES: ● Guts ● Quick Feet

Damage 1.5x

When the move and its user match in type, the move does 50% more damage.

Calculating damage when the target has two types

1 A move that's super effective against both types does quadruple damage

When the enemy Pokémon has two types, you can cause even more damage. Attack with a move that's strong against both types and you'll do quadruple damage.

Togetic — Normal / Flying — ABILITIES: ● Hustle ● Serene Grace

Attacks with a Water-type move →

Magcargo — Fire / Rock — ABILITIES: ● Magma Armor ● Flame Body

Damage 4x

Water-type moves are strong against both Fire- and Rock-type Pokémon, so Magcargo takes quadruple damage.

2 A move that's weak against both types does only one-quarter damage

Type multipliers can go the other way: if an enemy Pokémon has two types, there's a chance that you'll only do a quarter of your normal damage against it. That happens when the move type is weak against both of the target's types.

Togetic — Normal / Flying — ABILITIES: ● Hustle ● Serene Grace

Attacks with a Grass-type move →

Crobat — Poison / Flying — ABILITY: ● Inner Focus

Damage 1/4x

Grass-type moves are weak against both Poison- and Flying-type Pokémon, so Crobat only takes quarter damage.

See page 538 for more on Pokémon type weaknesses.

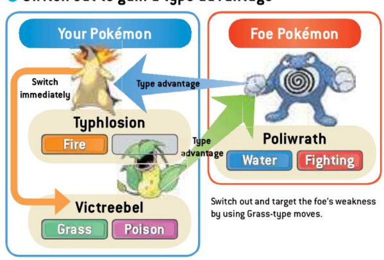
Strategy Tip 2 Switch Pokémon to gain a type advantage

Always be aware of both your Pokémon's type and your foe's type. If you don't have a type advantage against your current opponent, or if it has the advantage against you, you're better off switching in a different Pokémon.



Sure, switching Pokémon uses up a turn, but it still beats staying in a battle where the odds are already against you.

Switch out to gain a type advantage



Switch out and target the foe's weakness by using Grass-type moves.

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More Details: What do you do when you can't switch out?

Your opponent's move or Ability may prevent you from switching Pokémon. In that case, you can use moves like Roar or Gust to force your opponent to switch out, or have a Pokémon hold the Shed Shell item.



The Shed Shell lets you skip out of the fight

Pokémon holding the Shed Shell aren't affected by moves or Abilities that prevent switching out.

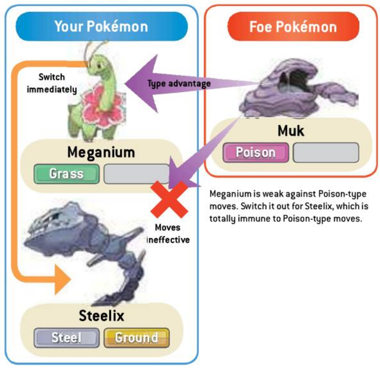
Strategy Tip 3 Switch in Pokémon that are immune to your foe's attacks

Okay, so now you know to switch out your Pokémon if your opponent has the type advantage. But you should also try to predict what moves your opponent will use, then send out a Pokémon who's strong against—or even completely immune to—those moves.



If you switch to a Pokémon whose type isn't affected by your foe's moves, the ball is back in your court.

Switch to negate your foe's moves



Meganium is weak against Poison-type moves. Switch it out for Steelix, which is totally immune to Poison-type moves.

Pokémon types that are immune to types and status conditions

Type	Immunity
Dark	Immune to Psychic-type moves
Fire	Immune to the Burned condition
Flying	Immune to Ground-type moves Not affected by Spikes and Toxic Spikes when switching into battle
Ghost	Immune to Normal- and Fighting-type moves
Grass	Immune to the Leech Seed move
Ground	Immune to Electric-type moves Immune to the Thunder Wave move*1 Takes no damage from Sandstorm weather
Ice	Immune to the Frozen condition Takes no damage from the Hail weather condition
Normal	Immune to Ghost-type moves
Poison	Immune to the Poison and Badly Poisoned conditions Nullifies Toxic Spikes when switched into battle*2
Rock	Takes no damage from Sandstorm weather
Steel	Immune to Poison-type moves Takes no damage from Sandstorm weather

*1 Status moves normally aren't affected by type, but Thunder Wave is an exception in that it doesn't affect Ground-type Pokémon
*2 No effect on Pokémon that are both Poison and Flying type, or Pokémon with the Levitate Ability

See page 148 for more on Abilities that negate certain moves.

To Contents

More Details: Learn your foe's moves before you switch out

If your opponent has moves that are strong against your Pokémon, they're bound to get used. You can stick around and use Protect or Detect to negate your foe's attacks. Once you've seen some of your foes' moves, you'll know which Pokémon to switch in.



Use Protect to ward off your foe's attacks

You'll avoid taking damage and see what moves your opponent planned to use.

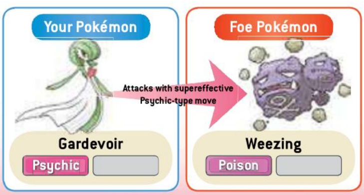
Strategy Tip 4: Predict your opponent's next move

Your opponents know to attack with moves that have a type advantage, too. Likewise, if they think you have a type advantage, they're also going to switch Pokémon. Put yourself in your opponent's shoes and try to predict the next move—if you can predict when your opponent is switching out Pokémon, you'll get in a free hit during that turn. Anticipating your target's next move is not only part of a sound strategy, it's part of the interaction between Trainers that makes battling fun.

When is your opponent likely to switch Pokémon?

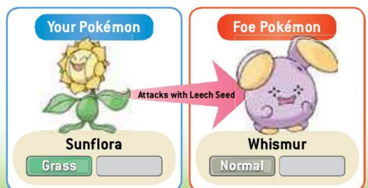
1 When it looks like you'll use supereffective moves

Say you send out a Psychic-type Pokémon and your opponent sends out a Poison type. Poison types are weak against Psychic types, so your opponent figures you have the type advantage. If your opponent doesn't have any other tricks in store, it makes sense to switch Pokémon instead.



2 When a Pokémon is taking damage each turn from Leech Seed or similar moves

Leech Seed damages the target Pokémon each turn while also restoring the user's HP. Switching out will stop Leech Seed's effects, so it makes sense for your opponent to switch out Pokémon here.



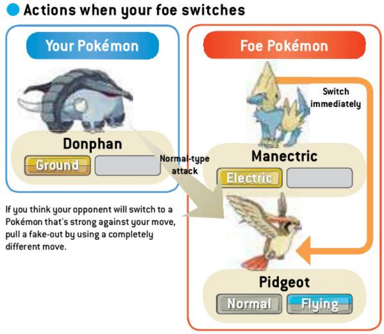
Strategy Tip 5: What to do when you think your opponent is switching Pokémon

If your opponent predicts what kind of move you'll use and switches in a Pokémon that's strong against it, that's a big problem. So when you think a switch is coming up, be ready to take defensive action.



Figuring that your opponent will switch Pokémon, you use a support move to lower the foe's stats.

Actions when your foe switches



If you think your opponent will switch to a Pokémon that's strong against your move, pull a fake-out by using a completely different move.

Pokémon Battle Primer 10

Use the Top Pokémon for Each Type



Pokémon with high stats will stand out in any battle

These Pokémon are among the most powerful of each type, sure to excel in any match. A sample move is also listed for each Pokémon to give you some ideas for training it.

Some of the top Pokémon of every type!

Normal — Normal-type Pokémon are only weak against Fighting types

Physical — Slaking



Normal

ABILITY
- Truant

This Pokémon has amazingly high HP and Attack. Its Giga Impact move makes the user unable to act on the turn after it's used, but that's not a problem when Slaking's Slack Off Ability only lets it move every other turn anyway.

STATS

Stat	Dots
HP	●●●●●●
ATTACK	●●●●●●
DEFENSE	●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●
SPEED	●●●●

Sample move

Giga Impact
With a Power of 150, it can do tremendous damage!

Special — Porygon-Z



Normal

ABILITIES
- Adaptability
- Download

Teach it a move like Tri Attack in order to make the most of its high Sp. Attack. Its Adaptability Ability further strengthens its Normal-type moves.

STATS

Stat	Dots
HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●
SPEED	●●●●

Sample move

Tri Attack
Has a 20% chance of inflicting the Paralysis, Burn, or Frozen condition.

Fire — Fire-type moves will melt right through a Steel-type Pokémon's defenses

Physical — Arcanine



Fire

ABILITIES
- Intimidate
- Flash Fire

For best effect, use physical moves to showcase its high Attack. Also take advantage of its Flash Fire Ability, which boosts the power of its Fire-type moves by 50% whenever it's hit by a Fire-type move.

STATS

Stat	Dots
HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●●

Sample move

Flare Blitz
The user takes recoil damage, but this move is still impressive, thanks to a Power of 120.

Special — Magmortar



Fire

ABILITY
- Flame Body

Magmortar can learn lots of special Fire-type moves, such as Lava Plume, Flamethrower, and Fire Blast. These are even more powerful if you use Sunny Day to change the weather to Sunny.

STATS

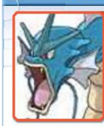
Stat	Dots
HP	●●●
ATTACK	●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●

Sample move

Fire Blast
A mighty move with a Power of 120 and a chance of burning the target.

Water — Rock- and Ground-type Pokémon will be washed away by Water-type attacks

Physical — Gyarados



Water / Flying

ABILITY
- Intimidate

Dragon Dance raises Gyarados's Attack and Speed at the same time. Have it hold a Wacan Berry to reduce damage from Electric-type moves, making it even harder to beat.

STATS

Stat	Dots
HP	●●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●
SPEED	●●●●

Sample move

Aqua Tail
With a Power of 90, this is one of the strongest physical Water-type moves.

Special — Milotic



Water

ABILITY
- Marvel Scale

Elegant but tough, this Pokémon has high Sp. Defense. On top of that, it can use Aqua Ring (learned at Lv. 49) or the Leftovers item to restore its own HP.

STATS

Stat	Dots
HP	●●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

Sample move

Hydro Pump
An awesome special Water-type move with a Power of 120.

To Contents

Grass — *Despite their multiple type weaknesses, Grass-type Pokémon excel when using status moves*

Physical: Tangrowth



Grass

ABILITIES
- Chlorophyll
- Leaf Guard

Both Chlorophyll and Leaf Guard take effect when the weather is Sunny, so you'll want to teach Tangrowth the Sunny Day move (TM11).

STATS

Stat	
HP	●●●●
ATTACK	●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●
SPEED	●●

Sample move

Power Whip
Apart from Tangrowth, only four other Pokémon can learn this 120 Power attack.

Special: Roserade



Grass / Poison

ABILITIES
- Natural Cure
- Poison Point

A Pokémon with strong Sp. Attack. While it's still a Roselia, have it learn the level-up moves Giga Drain and Synthesis in order to round out its move set.

STATS

Stat	
HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●●

Sample move

Magical Leaf
Its Power is only 60 but it always hits its target, even one with increased evasion.

Electric — *Electric-type Pokémon have few type weaknesses, making them a good go-to choice*

Physical: Electivire



Electric

ABILITY
- Motor Drive

Make the most of its high Attack by teaching it several different physical moves, not just Electric-type ones. Its Motor Drive Ability raises its Speed when hit by Electric-type moves.

STATS

Stat	
HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●●

Sample move

ThunderPunch
Also has a 10% chance of inflicting Paralysis.

Special: Ampharos



Electric

ABILITY
- Static

Charge up Ampharos with powerful Electric-type moves like Discharge and Thunder. Then target foes' other weaknesses with moves like the Rock-type Power Gem or the Bug-type Signal Beam.

STATS

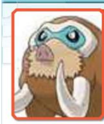
Stat	
HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●
SPEED	●●●

Sample move

Thunder
A mighty move with 120 Power, Thunder has perfect accuracy in the Rain weather condition.

Ice — *Ice-type moves are the only weakness of the mighty Dragon-type Pokémon*

Physical: Mamoswine



Ice / Ground

ABILITIES
- Oblivious
- Snow Cloak

If your Mamoswine has the Snow Cloak Ability, combo it with Hail to boost its evasion in the Hail weather condition. Even without that, its high Attack makes an impact on its opponents.

STATS

Stat	
HP	●●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●
SPEED	●●●●

Sample move

Avalanche
Does double damage if the user took damage from target in the same turn.

Special: Glaceon



Ice

ABILITY
- Snow Cloak

Use special moves to take advantage of its high Sp. Attack. You can combo Hail with Blizzard, which has perfect accuracy in the Hail weather condition.

STATS

Stat	
HP	●●
ATTACK	●●●
DEFENSE	●●●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●●
SPEED	●●●

Sample move

Blizzard
Attacks two foes at once, making it useful in Double Battles.

Fighting — *Fighting types strike like an iron fist, cracking the toughest Steel- or Rock-type Pokémon*

Physical: Machamp



Fighting

ABILITIES
- Guts
- No Guard

Using the No Guard Ability, DynamicPunch—which normally has only 50% accuracy—will hit its target every time. One good tactic is to use the Choice Scarf to raise its Speed and get in the first strike.

STATS

Stat	
HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●
SPEED	●●●

Sample move

DynamicPunch
A move with a Power of 100 and a chance of inflicting a Confused status on the foe.

Special: Lucario



Fighting / Steel

ABILITIES
- Steadfast
- Inner Focus

With high Attack and Sp. Attack, Lucario can use both physical and special moves. A good special move is Aura Sphere, which it learns at Lv. 37. As for good physical moves, try Dragon Pulse, which it learns at Lv. 47.

STATS

Stat	
HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●
SPEED	●●●●

Sample move

Aura Sphere
Its 90 Power makes it the strongest of all the sure-hit moves.

To Contents

Poison — *Develop a smart, stinging strategy that will poison or badly poison your opponents*

Physical: Drapion



Poison / Dark

ABILITIES
- Battle Armor
- Sniper

As a Poison- and Dark-type Pokémon, Drapion can go toe-to-toe with nearly any foe. Ground-type Pokémon are its only weakness. Teach it a variety of physical moves, and don't restrict it to Poison-type attacks.

STATS

Stat	Rating
HP	●●●
ATTACK	●●●●
DEFENSE	●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●
SPEED	●●●●

Sample move

Cross Poison
A move that has a high critical hit rate. It may inflict the Poison status as a side effect.

Special: Weezing



Poison

ABILITY
- Levitate

The Levitate Ability makes Weezing immune to Ground-type attacks, so Psychic types are its only real weakness. Have it use self-sacrificing moves like Explosion and Destiny Bond to make a real impact on your opponents.

STATS

Stat	Rating
HP	●●
ATTACK	●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●
SPEED	●●●

Sample move

Sludge Bomb
A move with a Power of 90 and a 30% chance of inflicting the Poison status.

Ground — *Electric-type moves have no effect on Ground-type Pokémon*

Physical: Rhyperior



Ground / Rock

ABILITIES
- Lightningrod
- Solid Rock

With moves like the Rock-type Rock Wrecker or the Ground-type Earthquake, Rhyperior has many good physical move options. And if it has the Solid Rock Ability, it takes less damage from supereffective moves.

STATS

Stat	Rating
HP	●●●●
ATTACK	●●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●

Sample move

Earthquake
A Ground-type move with a Power of 100, good for Double Battles.

Special: Camerupt



Fire / Ground

ABILITIES
- Magma Armor
- Solid Rock

Some good move choices include the Fire-type moves Eruption and Lava Plume, as well as the Ground-type Earth Power move. These moves are especially powerful when used by Camerupt, given its high Sp. Attack.

STATS

Stat	Rating
HP	●●●
ATTACK	●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●
SPEED	●●

Sample move

Earth Power
A move with 90 Power and a 10% chance of lowering the foe's Sp. Defense.

Flying — *Flying-type Pokémon are completely immune to Ground-type moves*

Physical: Staraptor



Normal / Flying

ABILITY
- Intimidate

Staraptor can learn the Flying-type Brave Bird move and the Fighting-type Close Combat move. With its high Attack, it could very well knock out foes in a single turn.

STATS

Stat	Rating
HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●●●●

Sample move

Brave Bird
User takes recoil damage but, with 120 Power, the real damage is done to the target.

Special: Togekiss



Normal / Flying

ABILITIES
- Hustle
- Serene Grace

Togekiss has excellent Sp. Defense in addition to its high Sp. Attack. Exchange Heart Scales with the Move Tutor in Blackthorn City so you can load up Togekiss with the Aura Sphere and Air Slash moves.

Stats

Stat	Rating
HP	●●●
ATTACK	●●
DEFENSE	●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

Sample move

Air Slash
A 75-Power move that has a 30% chance of paralyzing the foe.

Psychic — *Psychic-type Pokémon are great for battling Fighting- or Poison-type Pokémon*

Physical: Gallade



Psychic / Fighting

ABILITY
- Steadfast

Gallade has high Attack, but you can get that Attack even higher by using Swords Dance. Then follow it up with a move like Close Combat or Psycho Cut.

STATS

Stat	Rating
HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●
SPEED	●●●●

Sample move

Psycho Cut
A rare physical Psychic-type move, with a Power of 70.

Special: Alakazam



Psychic

ABILITIES
- Synchronize
- Inner Focus

Concentrate on teaching it special moves, since it has a great Sp. Attack stat. Try raising its Sp. Attack and Sp. Defense using Calm Mind, then attack with Psychic for some serious damage.

STATS

Stat	Rating
HP	●●
ATTACK	●●
DEFENSE	●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●
SPEED	●●●●●

Sample move

Psychic
A move with a Power of 90 and a 10% chance of lowering the foe's Sp. Defense.

Bug — *Bug-type Pokémon will swarm all over Psychic or Dark types*



Bug | Fighting

ABILITIES
- Swarm
- Guts

Physical

Heracross

Since Heracross is a Bug- and Fighting-type Pokémon, it takes quadruple damage from Flying-type moves. That's why you should give it a Coba Berry, which reduces the damage from Flying-type moves.

STATS

HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●
SP. DEFENSE	●●●●
SPEED	●●●●

Sample move

Megahorn
A physical move with a Power of 120, the highest of any Bug-type move.



Bug | Flying

ABILITIES
- Speed Boost
- Tinted Lens

Special

Yanmega

Yanmega can acquire powerful moves like Bug Buzz and Air Slash. By combining its Speed Boost Ability and the Detect move, it can consistently raise its Speed without the risk of being hit by the foe.

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●
SPEED	●●●●

Sample move

Bug Buzz
A move with a Power of 90 and a 10% chance of lowering the foe's Sp. Defense.

Rock — *Rock-type Pokémon will shrug off a Sandstorm, giving you a good weather-based strategy*



Rock | Dark

ABILITY
- Sand Stream

Physical

Tyranitar

This Pokémon has more to offer than just a high Attack. Its Sand Stream Ability whips up Sandstorm weather, which is a pain for your opponent but a useful combo element in Double Battles.

STATS

HP	●●●●
ATTACK	●●●●●●
DEFENSE	●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●
SPEED	●●●

Sample move

Stone Edge
On top of having a Power of 100, this move has a high critical-hit rate.



Rock | Water

ABILITIES
- Swift Swim
- Shell Armor

Special

Omastar

Omastar excels in the Sp. Attack and Defense categories. It may not be the fastest around, but when it rains, it pours: the Swift Swim Ability gives it a Speed boost in Rainy weather, letting it take the first attack. A solid addition to your team.

STATS

HP	●●●
ATTACK	●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●
SPEED	●●●

Sample move

AncientPower
When used, there's a 10% chance this move will raise your stats.

Ghost — *Normal- and Fighting-type moves are harmless to Ghost-type Pokémon*



Ghost

ABILITY
- Pressure

Physical

Dusknoir

With good Defense and Sp. Defense, this Pokémon combines a solid Attack with strong staying power. But it's Dusknoir's status-inflicting moves, such as Will-o-Wisp, Curse, and Confuse Ray, that can really frustrate a foe.

STATS

HP	●●
ATTACK	●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●●●
SPEED	●●

Sample move

Shadow Sneak
A move that always attacks first. It's very effective when the foe is low on HP.



Ghost | Poison

ABILITY
- Levitate

Special

Gengar

Gengar can use its combination of Sp. Attack and Speed to knock out a foe before being attacked. What's more, its Levitate Ability makes it immune to Ground-type moves that would normally be super effective.

STATS

HP	●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●
SPEED	●●●●●

Sample move

Shadow Ball
Has a 20% chance of lowering foe's Sp. Defense.

Dragon — *It takes extra care to train a Dragon type, but the effort is worth the reward of superb stats*



Physical

Salamence

What's not to like? Salamence has high Attack and high Sp. Attack, plus a diverse spread of Dragon-type, Dark-type, and Flying-type learned moves. It has the tools to take down plenty of opponent types.

Dragon Flying

ABILITY
- Intimidate

STATS

Stat	Rating
HP	●●●●
ATTACK	●●●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●
SPEED	●●●●

Sample move

Dragon Claw
A physical move with a Power of 80, learned at Lv. 61.



Special

Dragonite

Dragonite's overall stats are higher than average. Have Grandma Wilma in Blackthorn City teach it Draco Meteor to put the finishing touches on this reliable team player.

Dragon Flying

ABILITY
- Inner Focus

STATS

Stat	Rating
HP	●●●
ATTACK	●●●●●
DEFENSE	●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●
SPEED	●●●●

Sample move

Draco Meteor
Lowers user's Sp. Attack, but has an impressive 140 Power.

Dark — *Dark-type Pokémon are unmoved by powerful attacks of Psychic types*



Physical

Weavile

As a dual Dark- and Ice-type Pokémon, Weavile is strong against Psychic- and Dragon-type Pokémon. It specializes in high Attack and Speed, letting it strike fast and hard.

Dark Ice

ABILITY
- Pressure

STATS

Stat	Rating
HP	●●●
ATTACK	●●●●●
DEFENSE	●●●
SP. ATTACK	●●
SP. DEFENSE	●●●
SPEED	●●●●●●

Sample move

Night Slash
A physical move with a Power of 70 and a high critical-hit rate.



Special

Honchkrow

Honchkrow starts off with high Attack and Sp. Attack, but you can use Nasty Plot to raise its Sp. Attack and do even more damage with its special moves.

Dark Flying

ABILITIES
- Insomnia
- Super Luck

STATS

Stat	Rating
HP	●●●●
ATTACK	●●●●●
DEFENSE	●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●
SPEED	●●●

Sample move

Dark Pulse
This move has 80 Power and a 20% chance of making the foe flinch.

Steel — *Steel types have polished defenses, only taking half damage from 11 other types*



Physical

Metagross

Metagross can learn powerful physical moves like the Steel-type Meteor Mash and the Psychic-type Zen Headbutt. Combine that with its high Attack, and it can take a huge chunk out of an opponent's HP.

Steel Psychic

ABILITY
- Clear Body

STATS

Stat	Rating
HP	●●●
ATTACK	●●●●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●
SP. DEFENSE	●●●●
SPEED	●●●

Sample move

Meteor Mash
A move with a Power of 100 and a 20% chance of raising the user's Attack.



Special

Magnezone

A Pokémon with high Sp. Attack and Defense. It's normally weak against Ground-type Pokémon, but Magnet Rise makes it immune to Ground-type moves for five turns. Take that opportunity to show off its strongest special moves.

Electric Steel

ABILITIES
- Magnet Pull
- Sturdy

STATS

Stat	Rating
HP	●●●
ATTACK	●●●
DEFENSE	●●●●●
SP. ATTACK	●●●●●●
SP. DEFENSE	●●●●
SPEED	●●●

Sample move

Flash Cannon
Has a 10% chance of lowering the foe's Sp. Defense.

To Contents

Pokémon Training and Battle Omnibus 11

Aim to Be the Best Trainer in the World

A massive Pokémon battle for players from around the world

The Pokémon World Championships are held each year to determine the best Pokémon players. It's your chance to make a name for yourself in the Pokémon world. Gather the Pokémon you've trained to take on the competition.

The Pokémon Video Game World Championships are waiting for you

Players from countries all across the globe will battle it out to find the greatest Pokémon Trainers. The Pokémon Video Game Championship Series kicks off in the United States in spring 2010 with the Regional Championships. Top competitors at these events will move on to the U.S. National Championships to battle for an invitation to participate in the 2010 Pokémon Video Game World Championships, held in Kona, Hawaii in August. Additional World Championships qualifier tournaments will be held in select countries around the world, starting summer 2010. Finalists at these events will join the best players from Japan and the United States at the Pokémon World Championships and play for trips, prizes and the title of Pokémon Video Game World Champion. Players who want to learn more about the Pokémon Video Game Championship Series should visit www.pokemonvgc.com for more information.

The Pokémon Video Game Championship Series





No matter how intense the play, there is always good sportsmanship shown in these battles.



Players get ready to battle for their chance to be a Champion.

Features of the Pokémon Video Game World Championships

1. Use powerful Legendary Pokémon that previously could not be used at the World Championships
2. Pokémon that are above Lv. 50 are temporarily reduced to Lv. 50 for the duration of each battle
3. Double Battles pit your four best Pokémon against each opponent's team
4. Uses the GS Cup rules at the Pokémon Communication Club Colosseum

*This information is current as of April 2010. Registration for the championships may already have begun, so check the latest details on rules and registration at www.pokemonvgc.com.



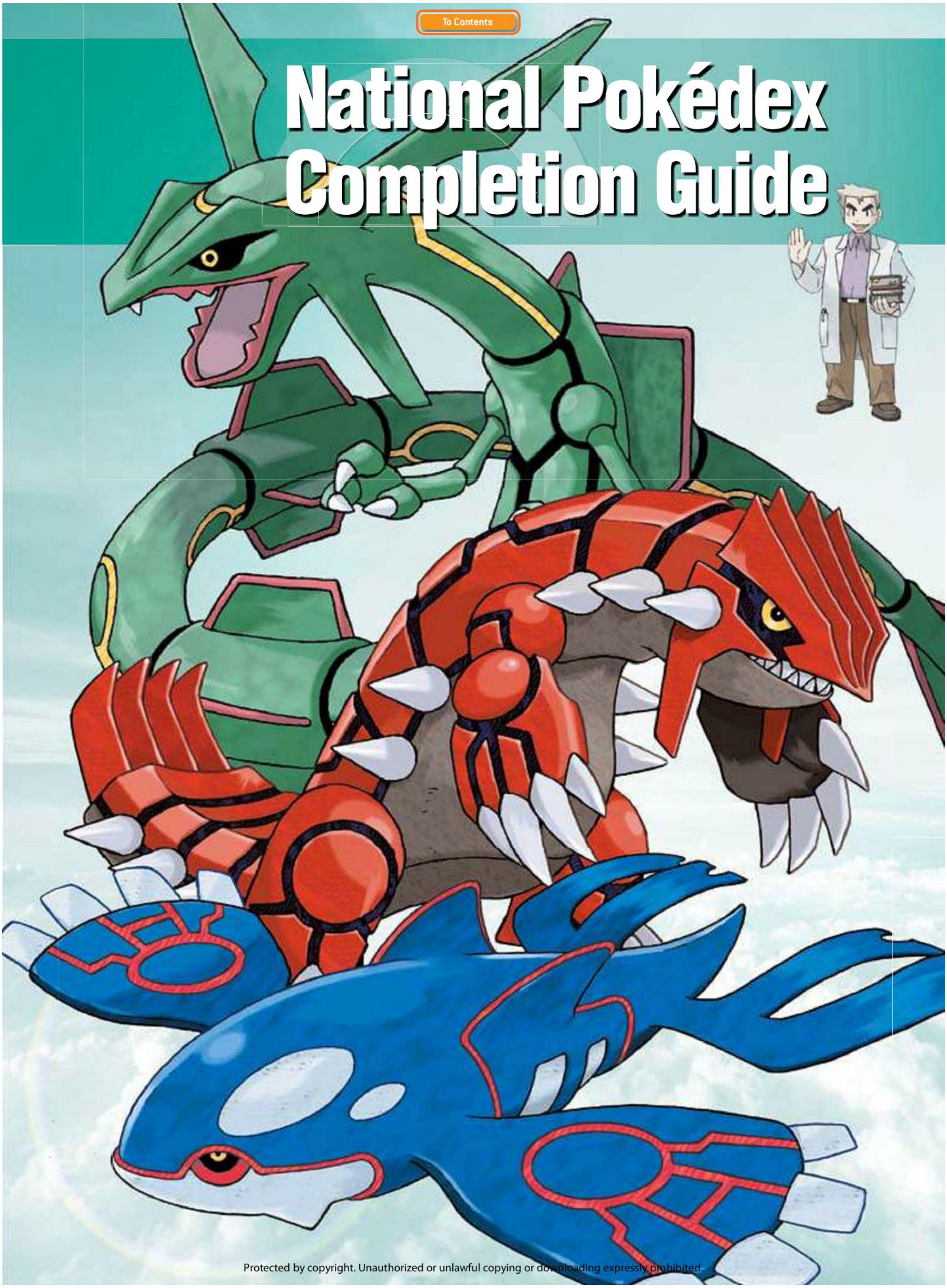
You can use the Lugia and Ho-Oh that you caught during the main story. It's sure to be a blistering battle of high stats and powerful moves on both sides.



Your opponents may very well be fronting Legendary Pokémon. Make sure to be prepared!

To Contents

National Pokédex Completion Guide



To Contents

Complete the National Pokédex

Can you achieve every Pokémon Trainer's greatest dream?

The National Pokédex is capable of recording Pokémon from every region, including Sinnoh, Kanto, and Hoenn. See if you can catch each and every Pokémon to complete this ultimate Pokédex!



Collect 484 Pokémon to complete it

To complete the National Pokédex in *Pokémon HeartGold* and *SoulSilver* Versions, you'll have to catch or trade for 484 different Pokémon. This total does not include Mew, Celebi, Jirachi, Deoxys, Phione, Manaphy, Darkrai, Shaymin, or Arceus.



Bring your number of Obtained Pokémon up to 484

● Pokémon not counted in the completion of the National Pokédex



Get your Pokédex upgraded to the National Pokédex

Want to complete the National Pokédex? First you'll have to get one by having Professor Oak upgrade your Pokédex. Once your Pokédex becomes the National Pokédex, there's a new Pokémon adventure in store for you.

● Requirements for upgrading your Pokédex to the National Pokédex

1. Defeat the Pokémon League and make it into the Hall of Fame
2. Go to the port in Olivine City

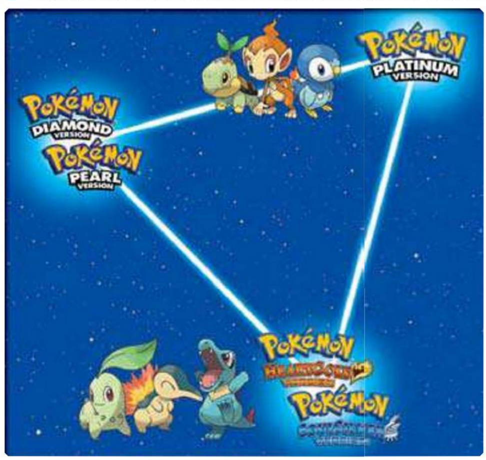




Connect with other Pokémon games

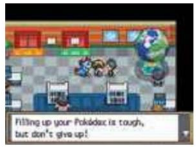
In order to complete your National Pokédex, you'll have to connect with *Pokémon Diamond, Pearl,* or *Platinum Version* to transfer Pokémon from those games to *Pokémon HeartGold* and *SoulSilver* Versions.

● Games that connect to *Pokémon HeartGold* and *SoulSilver* Versions



The Game Director gives you a prize for completing your Pokédex

Once you've completed a Pokédex, you can get a certificate from the Game Director in the Celadon Condominiums. You have two opportunities to receive a certificate: after you complete the Johto Pokédex, or after you complete the National Pokédex.



Anticipating your arrival

The Game Director has been waiting day and night for you to complete your National Pokédex.

Requirements for getting a certificate from the Game Director

1. Catch 254 Pokémon and complete the Johto Pokédex
2. Catch 484 Pokémon and complete the National Pokédex

National Pokédex Completion Tip 1

Techniques for Catching Wild Pokémon

Master these techniques to increase your capture rate

The simplest way to fill out your Pokédex is by catching wild Pokémon with Poké Balls. Both skill and strategy go into the art of the efficient capture, so take a look at the techniques below.



Capture Technique 1: Get the Pokémon's HP into the red

You could just fling your Poké Ball at a wild Pokémon, but there's a good chance the Pokémon will pop right back out. You won't catch it if it's still full of energy, so use attacks to lower its HP. Once it's weakened, you have a much better chance of sealing the deal.



Lower its HP until the bar is red

When the Pokémon has just a few HP left, your odds of a successful catch are higher.

Capture Technique 2: Inflict status conditions

Use Pokémon moves to inflict status conditions—a target with the Poison or Paralysis condition is easier to catch. That's not all it takes, of course. If you inflict a status condition and lower the Pokémon's HP, you'll maximize your chances of making the catch.

Status conditions that aid in capture

Sleep — Helps a lot!

Target is unable to attack. Wears off on its own after several turns.

- **Examples of moves that cause Sleep**

Sing, Hypnosis

Frozen — Helps a lot!

Target is unable to attack. Wears off on its own after several turns.

- **Examples of moves that inflict Frozen status**

Ice Beam, Ice Punch



Paralysis

Lowers Speed, and each turn there's a 25% chance that the target can't attack. Status does not wear off on its own.

- **Examples of moves that cause Paralysis**

Thunder Wave, Stun Spore

Poison

Target's HP decreases each turn. Does not wear off on its own.

- **Examples of moves that inflict Poison status**

PoisonPowder, Poison Gas

Burned

Lowers Attack, and HP decreases each turn. Does not wear off on its own.

- **Examples of moves that inflict Burned status**

Will-O-Wisp, Flamethrower

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National Pokédex Completion Tip 2

Use Pokémon Moves and Abilities

Lure out your target Pokémon and keep it from fleeing

Certain Pokémon moves and Abilities come in handy for catching wild Pokémon. Use these moves to increase your chances of finding the Pokémon you're looking for.





Examples of useful moves for catching Pokémon

Sweet Scent

You're guaranteed to encounter a Pokémon if you use this move in tall grass, caves, or other places where wild Pokémon are found.



● **Pokémon who can use this move**

Sunkern, Teddiursa, and others

False Swipe

False Swipe can do lots of damage, but always leaves at least 1 HP remaining. Great for lowering the target's HP so you can catch it.



● **Pokémon who can use this move**

Scyther, Cubone, and others

Mean Look

This move prevents wild Pokémon from fleeing. Try it on Pokémon who always run away at the start of battle.



● **Pokémon who can use this move**

Zubat, Gastly, and others

Examples of useful Abilities for catching Pokémon

Shadow Tag

Shadow Tag prevents wild Pokémon from fleeing, making it very useful against Pokémon who always escape at the start of battle.



● **Pokémon with this Ability**

Wynaut, Wobbuffet

Arena Trap

If your lead Pokémon has Arena Trap, your wild Pokémon encounter rate rises, and those wild Pokémon won't be able to flee battle.



● **Pokémon with this Ability**

Diglett, Dugtrio, Trapinch

Suction Cups

When you go fishing with a lead Pokémon that has the Suction Cups Ability, you have a higher chance of reeling in a wild Pokémon.



● **Pokémon with this Ability**

Octillery, Lileep, Cradily

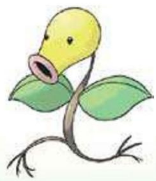
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More Details: Train Pokémon to help catch other Pokémon

There are some Pokémon whose move sets are practically custom-made for catching wild Pokémon. Take a look at the following *Pokémon HeartGold* and *SoulSilver* Versions Pokémon for examples of moves that come in handy for captures.

Case 1 Bellsprout's moves

Bellsprout learns Sleep Powder at Lv. 13, PoisonPowder at Lv. 15, Stun Spore at Lv. 17, and Sweet Scent at Lv. 29. Sweet Scent lures out wild Pokémon, while the other moves Poison them or make them Sleep for easy capture.



Sweet Scent
Attracts wild Pokémon when used in a place where they can be found

Sleep Powder
Inflicts Sleep status

PoisonPowder
Inflicts Poison status

Stun Spore
Inflicts Paralysis status

● **Location**
Route 31

Case 2 Parasect's moves

Parasect learns Spore at Lv. 17, and you can teach it False Swipe with TM54. False Swipe can cut a wild Pokémon down to 1 HP, and Spore puts it to sleep. That's your prime chance to catch the Pokémon.



False Swipe
Always leaves at least 1 HP remaining, even if the damage should have knocked out the target

Spore
Inflicts Sleep status

● **Location**
Cerulean Cave

Case 3 Bibarel's moves

Bibarel learns Yawn at Lv. 28 and Super Fang at Lv. 43. Use Yawn to put your target to sleep at the end of its next turn, then lower its HP with Super Fang for an easy capture.



Super Fang
Halves target's HP

Yawn
Foe falls asleep at end of next turn. No effect if the target switches out

● **Location**
Catch Bidoof on Route 30 (Sinnoh Sound) and raise it to Lv. 15

Case 4 Crobat's moves

Crobat has Leech Life at Lv. 1 and learns Mean Look at Lv. 33. Leech Life is good for steadily draining a Pokémon's HP. And some Pokémon, like Raikou or Entei, always try to flee at the start of battle. So use Mean Look to make them stay put.



Mean Look
Target can't escape. If used in a Trainer battle, prevents opponent from switching out Pokémon

Leech Life
User absorbs half of the HP that were drained from the target

● **Location**
Level up Golbat once it has high friendship

Case 5 Smeargle's moves

Starting at Lv. 11, Smeargle learns Sketch every 10 levels. Sketch can duplicate a foe's move, so you could have Smeargle copy Mean Look, to stop Pokémon from escaping; False Swipe, to drop them down to 1 HP; or Spore, to put them to sleep.



Mean Look
Target can't escape. If used in a Trainer battle, prevents opponent from switching out Pokémon

False Swipe
Always leaves at least 1 HP remaining, even if the damage should have knocked out the target

Spore
Inflicts Sleep status

Foresight
Moves always hit, regardless of foe's evasion. Makes Ghost-type targets vulnerable to Normal- or Fighting-type moves.

● **Location**
Ruins of Alph (outside)

● Smeargle's Sketch copies moves from other Pokémon

Double Battles are a good way to teach Smeargle moves you want it to learn. First, put your foes to Sleep to stop them from using moves. Then, have Smeargle's partner use a move and use Smeargle's Sketch to copy it. Repeat as needed. This trick won't work in a link battle, but you can have a Double Battle rematch with Tim & Sue or Kay & Tia in Kanto.



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National Pokédex Completion Tip 3

Catch Pokémon While You Surf



Use HM Surf to search for Pokémon

There are plenty of Pokémon you'll encounter while using Surf to cross bodies of water. Many of these Pokémon can also be caught with a fishing rod, but not all of them. You'll have to get out there and make a catch!

Surf across oceans, lakes, and rivers

There are three species of Pokémon that can only be caught if you are out on the water, and all of them are found in mass outbreaks (p. 182). Tune your radio to Pokémon Talk for the latest news on mass outbreaks, then hurry to the outbreak spot to catch those Pokémon.



Mass outbreaks occur on the same day as the radio broadcast, and only on that day. Get over there before the clock strikes midnight!

Pokémon that are only found by using Surf

Pokémon	Main Location
Clamperl	Route 19 (mass outbreak)
Luvdisc	Route 27 (mass outbreak)
Wingull	Vermilion City (mass outbreak)

Go get 'em!

There are just three Pokémon who only appear on the water's surface, making them unusual and valuable finds. Listen to Pokémon Talk regularly so you don't miss a chance to catch them.



National Pokédex Completion Tip 4

Catch Pokémon by Fishing

Use the fishing rod to snag Pokémon living in the water

Many wild Pokémon live underwater, so you won't catch them unless you have a fishing rod. There are three different fishing rods you can obtain as the game continues, so take a break from battling and reel in a catch.

How to get fishing rods

Rod	Where found
Old Rod	Route 32
Good Rod	Olivine City
Super Rod	Route 12

Snag your Pokémon on the fishing rod

Five species of Pokémon can only be caught by fishing. One of them, Relicanth, only appears during a mass outbreak. You'll have to listen to Pokémon Talk for more outbreak news.



Use the Good Rod or Super Rod to snag the Pokémon you want.

Pokémon that can only be caught by fishing

Pokémon	Main Location	Fishing Rod
Chinchou	New Bark Town	Good Rod
Corsola	Cherrygrove City	Good Rod
Qwilfish	Route 32	Good Rod
Relicanth	Route 12	Super Rod (mass outbreak)
Shellder	New Bark Town	Good Rod

Go get 'em!

Out of the five Pokémon that can only be caught by fishing, four can be caught with the Good Rod. You'll need to find the right fishing spot and cast your line. But, to catch Relicanth, you have to listen for info on mass outbreaks. Don't miss your opportunity to get it!



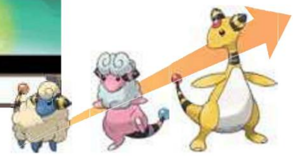
National Pokédex Completion Tip 5

Obtain Pokémon through Evolution

Battling is the key to evolving certain species of Pokémon

Many Pokémon don't appear in the wild. If you want them, you'll have to level up other Pokémon until they evolve. See the Evolution Techniques below and continued on page 174 for more information on how that's done.



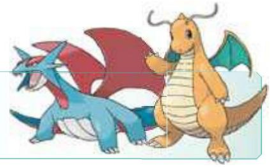


Pokémon acquired only through Evolution

Pokémon	Evolution Requirements
Abomasnow	Level up Snover to Lv. 40
Aggron	Level up Lairon to Lv. 42
Altaria	Level up Swablu to Lv. 35
Ampharos	Level up Flaaffy to Lv. 30
Armaldo	Level up Anorith to Lv. 40
Azumarill	Level up Marill to Lv. 18
Bastiodon	Level up Shieldon to Lv. 30
Bayleef	Level up Chikorita to Lv. 16
Blastoise	Level up Wartortle to Lv. 36
Blaziken	Level up Combusken to Lv. 36
Camerupt	Level up Numel to Lv. 33
Charizard	Level up Charmeleon to Lv. 36
Charmeleon	Level up Charmander to Lv. 16
Cherrim	Level up Cherubi to Lv. 25
Claydol	Level up Baltoy to Lv. 36
Combusken	Level up Torchic to Lv. 16
Cradily	Level up Lileep to Lv. 40
Crawdaunt	Level up Corphish to Lv. 30
Croconaw	Level up Totodile to Lv. 18
Dragonite	Level up Dragonair to Lv. 55
Drapion	Level up Skorupi to Lv. 40
Drifblim	Level up Drifloon to Lv. 28
Empoleon	Level up Prinplup to Lv. 36
Exploud	Level up Loudred to Lv. 40
Feraligatr	Level up Croconaw to Lv. 30
Flygon	Level up Vibrava to Lv. 45
Forretress	Level up Pineco to Lv. 31
Gabite	Level up Gible to Lv. 24
Garchomp	Level up Gabite to Lv. 48
Gardevoir	Level up Kirlia to Lv. 30
Gastrodon	Level up Shellos to Lv. 30
Glalie	Level up Snorunt to Lv. 42
Granbull	Level up Snubbull to Lv. 23
Grotle	Level up Turtwig to Lv. 18
Grovyle	Level up Treecko to Lv. 16
Grumpig	Level up Spoink to Lv. 32
Hariyama	Level up Makuhita to Lv. 24
Hippowdon	Level up Hippopotas to Lv. 34
Houndoom	Level up Houndour to Lv. 24
Infernape	Level up Monferno to Lv. 36
Ivysaur	Level up Bulbasaur to Lv. 16
Jumpluff	Level up Skiploom to Lv. 27
Kabutops	Level up Kabuto to Lv. 40
Kirlia	Level up Ralts to Lv. 20
Loudred	Level up Whismur to Lv. 20
Lumineon	Level up Finneon to Lv. 31
Luxray	Level up Luxio to Lv. 30
Magcargo	Level up Slugma to Lv. 38
Marshtomp	Level up Mudkip to Lv. 16
Meganium	Level up Bayleef to Lv. 32
Metagross	Level up Metang to Lv. 45
Mightyena	Level up Poochyena to Lv. 18
Monferno	Level up Chimchar to Lv. 14
Mothim	Level up Burmy ♂ to Lv. 20
Ninjask	Level up Nincada to Lv. 20
Octillery	Level up Remoraid to Lv. 25
Omastar	Level up Omanyte to Lv. 40
Pelipper	Level up Wingull to Lv. 25
Pidgeot	Level up Pidgeotto to Lv. 36
Piloswine	Level up Swinub to Lv. 33
Prinplup	Level up Piplup to Lv. 16
Purugly	Level up Glameow to Lv. 38
Quilava	Level up Cyndaquil to Lv. 14
Rampardos	Level up Cranidos to Lv. 30
Salamence	Level up Shelgon to Lv. 50
Sceptile	Level up Grovyle to Lv. 36
Sharpedo	Level up Carvanha to Lv. 30
Skuntank	Level up Stunky to Lv. 34
Slaking	Level up Vigoroth to Lv. 36
Staraptor	Level up Staravia to Lv. 34
Staravia	Level up Starly to Lv. 14
Swalot	Level up Gulpin to Lv. 26
Swampert	Level up Marshtomp to Lv. 36
Swellow	Level up Taillow to Lv. 22
Torterra	Level up Grotle to Lv. 32
Toxicroak	Level up Croagunk to Lv. 37
Typhlosion	Level up Quilava to Lv. 36
Tyranitar	Level up Pupitar to Lv. 55
Venusaur	Level up Ivysaur to Lv. 32
Vespiquen	Level up Combee ♀ to Lv. 21
Wailord	Level up Wailmer to Lv. 40
Walrein	Level up Sealeo to Lv. 44
Wartortle	Level up Squirtle to Lv. 16

Go get 'em!

Out of all the Pokémon you acquire through Evolution, Dragonite, Tyranitar, and Salamence are all exceptional: you'll have to get their pre-evolved forms to Lv. 50 or higher to obtain them!



Evolution Technique 1 Have Pokémon hold the Exp. Share

The Exp. Share is an amazingly useful item that gives its holder some of the Experience Points earned in a battle, even if the Pokémon itself never entered the battle. It's an easy way to level up your Pokémon, especially when you give it to a Pokémon whose level is still too low to do any battling.



Let your tougher Pokémon take care of the actual battle.



The Pokémon holding the Exp. Share will receive half the Experience Points you just earned.

How to get the Exp. Share Give the Red Scale to Mr. Pokémon on Route 30

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Evolution Technique 2 Have the Day Care raise your Pokémon

You can leave a Pokémon at the Pokémon Day Care, where the kindly couple will level it up for you. It does cost money, but it's still a pretty painless way to raise your Pokémon. No battles needed!



Day Care takes care of your Pokémon for a while, raising its level.



The Pokémon does not evolve while in Day Care, only by leveling up in battle.

Pokémon Day Care Location | Route 34

Evolution Technique 3 Use the Rare Candy

Rare Candy is an item that raises a Pokémon's level by 1. You can't buy it at a Poké Mart, but several of them can be found during your adventure. And if you have a Pokémon with the Pickup Ability, it may find a Rare Candy while you walk around.



A Pokémon with Pickup is a useful member of your party.



Pokémon with the Pickup Ability

Places where you can find Rare Candy | Violet City/Lighthouse (Olivine City)/Whirl Islands/Route 27/Victory Road/Vermilion City/etc.

National Pokédex Completion Tip 6 Obtain Pokémon by Restoring Fossils



Revive ancient Pokémon to their original forms

Pokémon Fossils can be found by using Rock Smash to break open rocks in Cliff Cave or the Ruins of Alph. These are the Fossils of Pokémon from ancient times, but you can revive them into living, breathing Pokémon. Find all the Fossils you can!

The Pewter Museum of Science can restore Fossils for you

Once you find a Fossil by using Rock Smash to break apart rocks, bring it to the Pewter Museum of Science. Drop it off at the counter and the museum staff will restore it into a Pokémon, automatically recording it in the Pokédex.



Smash rocks in Cliff Cave or the Ruins of Alph to discover Fossils.



Bring them to the Pewter Museum of Science to have them restored into their original Pokémon.

● Pokémon that can be restored from Fossils

Pokémon	How to Obtain It
Aerodactyl	Restore the Old Amber at the Pewter Museum of Science
Anorith	Restore the Claw Fossil at the Pewter Museum of Science ●
Cranidos	Link trade from *Pokémon Diamond, Pearl,* or *Platinum* versions
Kabuto	Restore the Dome Fossil at the Pewter Museum of Science ◆
Lileep	Restore the Root Fossil at the Pewter Museum of Science ◆
Omanyte	Restore the Helix Fossil at the Pewter Museum of Science ●
Shieldon	Link trade from *Pokémon Diamond, Pearl,* or *Platinum* versions

● *Pokémon HeartGold* ◆ *Pokémon SoulSilver*

Go get 'em! The Pokémon you'll find as Fossils can't be obtained through any other method. Smashing apart rocks will turn up lots of other items, too, but keep looking until you find those Fossils.



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National Pokédex Completion Tip 7

Catch Pokémon by Using Headbutt



Find Pokémon that are hidden in the trees

You can't see them, but there are Pokémon living in the trees that grow along routes or in towns. To find these Pokémon, you'll have to walk up to trees and use the Headbutt move to shake the wild Pokémon loose. Some Pokémon can't be found any other way.

Find the trees where Pokémon live and use Headbutt

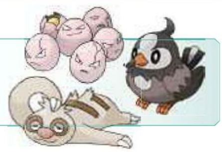
If you haven't had the man in Ilex Forest teach your Pokémon how to Headbutt yet, you'd better do that first. Once you have the move, you can use it on as many trees as you want, as often as you want.



Pokémon that are only caught by using Headbutt

Pokémon	How to Obtain It
Aipom	Azalea Town
Burmy	Route 38 (tree reached by using Rock Climb)
Cherubi	National Park (tree reached by using Rock Climb)
Exeggcute	New Bark Town
Heracross	Azalea Town
Pineco	New Bark Town
Slakoth	Route 25 (four trees in the northwest)
Starly	Pewter City (two trees in the fenced area off Route 2)
Taillow	Cherrygrove City (tree reached by using Rock Climb)

Go get 'em! Headbutt is the only way to shake loose nine particular Pokémon species, but many of them live in areas that can only be reached by using Rock Climb. You won't get HM Rock Climb until you beat the Viridian Gym, so you'll have to wait until then.



National Pokédex Completion Tip 8

Get Pokémon During Story Events



You'll acquire special Pokémon at key points during your adventure

Some Pokémon won't appear until you encounter them during the course of the game, such as the starter Pokémon that Professor Elm gives you at the beginning of the game, or Ho-Oh and Lugia. That makes these Pokémon precious finds indeed.

Pokémon you acquire during the course of the story

Pokémon	How to Obtain It
Articuno	Appears in the Seafoam Islands
Bulbasaur	Receive from Professor Oak in Pallet Town after defeating Red
Charmander	Receive from Professor Oak in Pallet Town after defeating Red
Chikorita	Receive from Professor Elm at the start of your journey
Cyndaquil	Receive from Professor Elm at the start of your journey
Eevee	Receive from Bill in Goldenrod City
Groudon	Encounter it when you bring the Red Orb to the Embedded Tower ◆
Ho-Oh	Encounter it at the Bell Tower
Kyogre	Encounter it when you bring the Blue Orb to the Embedded Tower ●
Latias	Talk to Steven after leaving the Pokémon Fan Club in Vermilion City ●
Latios	Talk to Steven after leaving the Pokémon Fan Club in Vermilion City ◆
Lugia	Encounter it in the Whirl Islands

Pokémon	How to Obtain It
Mewtwo	Appears in Cerulean Cave
Moltres	Appears on Mt. Silver
Mudkip	Receive from Steven at Silph Co. in Saffron City after defeating Red
Rayquaza	Encounter it when you bring the Jade Orb to the Embedded Tower
Snorlax	Wake Snorlax on Route 11 using the Poké Flute program
Squirtle	Receive from Professor Oak in Pallet Town after defeating Red
Sudowoodo	Use the SquirtBottle to water the moving tree on Route 36
Torchic	Receive from Steven at Silph Co. in Saffron City after defeating Red
Totodile	Receive from Professor Elm at the start of your journey
Treecko	Receive from Steven at Silph Co. in Saffron City after defeating Red
Tyrogue	Receive from a Black Belt at Mt. Mortar
Zapdos	Appears on Route 10 once you've earned eight Kanto Gym Badges

● *Pokémon HeartGold* ◆ *Pokémon SoulSilver*



Go get 'em! Out of each starter trio—Bulbasaur, Charmander, and Squirtle; Chikorita, Cyndaquil, and Totodile; and Treecko, Torchic, and Mudkip—you can choose only one Pokémon. You'll have to trade with friends to get the others and record them in your Pokédex.

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National Pokédex Completion Tip 9

Evolve Pokémon by Using Stones

Some Pokémon evolve using the power of special stones



To evolve certain Pokémon and add their evolved forms to your Pokédex, you'll have to use special stones. The Evolution is the easy part—first, you'll have to collect all the stones you need to evolve your Pokémon.

Stones trigger an instant Evolution

When you use a stone on the proper Pokémon, it triggers an instant Evolution. You don't even need to send the Pokémon into battle. But getting the stones is no easy task, so stick with it and collect them all.



Pokémon that evolve using stones

Pokémon	Stone Needed for Evolution
Arcanine	Use Fire Stone on Growlithe
Bellossom	Use Sun Stone on Gloom
Clefable	Use Moon Stone on Clefairy
Cloyster	Use Water Stone on Shellder
Delcatty	Use Moon Stone on Skitty
Exeggutor	Use Leaf Stone on Exeggcute
Flareon	Use Fire Stone on Eevee
Froslass	Use Dawn Stone on Snorunt ♀
Gallade	Use Dawn Stone on Kirlia ♂
Honchkrow	Use Dusk Stone on Murkrow
Jolteon	Use Thunderstone on Eevee
Ludicolo	Use Water Stone on Lombre
Mismagius	Use Dusk Stone on Misdreavus
Nidoking	Use Moon Stone on Nidorino
Nidoqueen	Use Moon Stone on Nidorina
Ninetales	Use Fire Stone on Vulpix
Poliwrath	Use Water Stone on Poliwhirl
Raichu	Use Thunderstone on Pikachu
Roserade	Use Shiny Stone on Roselia
Shiftry	Use Leaf Stone on Nuzleaf
Starmie	Use Water Stone on Staryu
Sunflora	Use Sun Stone on Sunkern
Togekiss	Use Shiny Stone on Togetic
Vaporeon	Use Water Stone on Eevee
Victreebel	Use Leaf Stone on Weepinbell
Vileplume	Use Leaf Stone on Gloom
Wigglytuff	Use Moon Stone on Jigglypuff



Go get 'em! See below and the facing page for ways to find Evolution stones. None of them are easy to find, but you may have better luck digging in the Underground in *Pokémon Diamond, Pearl*, or *Platinum Version*. Getting them there and then transferring them over is one option.



How to Obtain Stones 1: Show a Pokémon to the old man in the Sea Cottage

The old man in the Sea Cottage asks to see different Pokémon from *Pokémon HeartGold* and *SoulSilver* Versions (p. 39). Show him the Pokémon he wants and he'll give you the Leaf Stone, Fire Stone, Everstone, Thunderstone, or Water Stone.



How to Obtain Stones 2: Exchange Athlete Points at the Athlete Shop

You can get the Moon Stone, Thunderstone, Fire Stone, Water Stone, or Leaf Stone by exchanging 2,500 Athlete Points at the Pokéathlon's Athlete Shop. The selection of stones varies by day, so make sure you're only shelling out for the one you want.



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How to Obtain Stones 3 Win first prize in the Bug-Catching Contest

If you win first place in the Bug-Catching Contest that's held on Tuesdays, Thursdays, and Saturdays, you'll get a Shiny Stone, Dusk Stone, or Dawn Stone. Winning first place is often a matter of luck, so just keep entering the catching contest until you win the stone you're after (p. 17).



How to get each Evolution stone

Stone	How to get
Thunderstone	Exchange 2,500 Athlete Points at the Athlete Shop (Wed., Thu., Sat.)
Shiny Stone	First prize in Bug-Catching Contest (after getting the National Pokédex)
Leaf Stone	Exchange 2,500 Athlete Points at the Athlete Shop (Tue., Thu., Sat.)
Water Stone	Seafoam Islands B2F
Dawn Stone	First prize in Bug-Catching Contest (after getting the National Pokédex)
Moon Stone	Mt. Moon clearing (Monday night)
Sun Stone	First prize in Bug-Catching Contest
Fire Stone	Exchange 2,500 Athlete Points at the Athlete Shop (Tue., Thu., Sat.)
Dusk Stone	First prize in Bug-Catching Contest (after getting the National Pokédex)

National Pokédex Completion Tip 10 Evolve Pokémon through Friendship



Some Pokémon evolve through the power of friendship

A bond is forged between every good Trainer and Pokémon; the happier you make your Pokémon, the more it grows to like you. Once this bond of friendship is strong enough, the Pokémon evolves when it levels up.

Are your Pokémon happy?

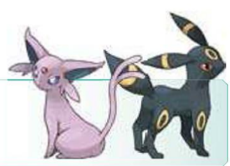
To check your friendship with your Pokémon, visit the house north of the Goldenrod Department Store. The girl who lives there can tell you how strong the friendship is between you and the Pokémon at the head of your party.





Pokémon only obtained through Friendship Evolution

Pokémon	Stone Needed for Evolution
Blissey	Evolve Chansey with high friendship
Crobat	Evolve Golbat with high friendship
Espeon	Evolve Eevee with high friendship between 4 A.M. and 8 P.M.
Lopunny	Evolve Buneary with high friendship
Lucario	Evolve Riolu with high friendship between 8 P.M. and 4 A.M.
Togetic	Evolve Togepi with high friendship
Umbreon	Evolve Eevee with high friendship between 8 P.M. and 4 A.M.



Go get 'em!



Trainers should treat their Pokémon well to build up a strong friendship. Don't let a Pokémon faint if you can help it, because that definitely lowers your friendship!

How to Raise Friendship 1 Put it on your team and walk around

The simplest way to raise a Pokémon's friendship is by putting it in your party and walking around with it. The longer it's with you, the more its friendship will grow.




How to Raise Friendship 2 Use stat-raising items

You can raise a Pokémon's friendship by giving it Protein, Iron, Calcium, and other items that raise base stats. Each of these items will set you back 9,800 in prize money, but you can't put a price on friendship.

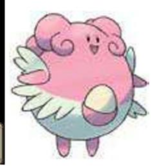




How to Raise Friendship 3 Have your Pokémon groomed

Pokémon love being groomed, whether it's at the salon in the Goldenrod Tunnel or by Blue's sister Daisy in Pallet Town (between 3 P.M. to 4 P.M.). This TLC will also raise their friendship.





How to Raise Friendship 4 Catch it in a special Poké Ball

When you catch a Pokémon in a Friend Ball made by Kurt from Azalea Town, or in a Luxury Ball won in the Goldenrod Department Store drawing, you'll have an easier time raising that Pokémon's friendship.





How to Raise Friendship 5 Take it for a Stroll on the Pokéwalker

When you transfer a Pokémon to the Pokéwalker and walk around with it, the Pokémon grows more fond of you with every step you take. If you really want to be buddies with a Pokémon, this is an effective way to raise friendship.





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National Pokédex Completion Tip **11**

Obtain Pokémon through Special Evolutions



Evolve when certain conditions are met

Many Pokémon can only evolve once certain conditions are met. They're all essential to completing the Pokédex, so be persistent in getting them.

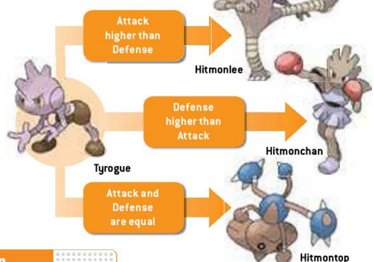
Pokémon that evolve under specific conditions

Pokémon	Evolution Requirements
Ambipom	Level up Aipom to Lv. 32 and have it learn Double Hit or level it up once it knows Double Hit
Cascoon	Level up Wurmple to Lv. 7 (may evolve into Silcoon instead)
Gliscor	Have Gligar hold the Razor Fang and level it up between 8 P.M. AND 4 A.M.
Hitmonchan	Level up Tyrogue to Lv. 20 with its Defense higher than its Attack
Hitmonlee	Level up Tyrogue to Lv. 20 with its Attack higher than its Defense
Hitmontop	Level up Tyrogue to Lv. 20 with its Attack equal to its Defense
Lickilicky	Level up Lickitung to Lv. 33 and teach it Rollout or level it up once it knows Rollout
Mamoswine	Level up Piloswine after teaching it Ancient Power*
Mantine	Level up Mantyke with Remoraid in your party
Milotic	Level up Feebas with high beauty
Mothim	Level up Burmy ♂ to Lv. 20
Shedinja	Level up Nincada to Lv. 20 with an empty slot in your party and a Poké Ball in your inventory
Silcoon	Level up Wurmple to Lv. 7 (may evolve into Cascoon instead)
Tangrowth	Level up Tangela to Lv. 33 and teach it AncientPower or level it up once it knows AncientPower
Weavile	Have Sneasel hold the Razor Claw and level it up between 8P.M. and 4 A.M.
Wormadam (Plant Cloak)	Level up Burmy ♀ (Plant Cloak) to Lv.20
Wormadam (Sandy Cloak)	Level up Burmy ♀ (Sandy Cloak) to Lv. 20
Wormadam (Trash Cloak)	Level up Burmy ♀ (Trash Cloak) to Lv. 20
Yanmega	Level up Yanma to Lv. 33 and teach it AncientPower or level it up once it knows AncientPower

*To teach AncientPower to Piloswine, trade a Heart Scale to the Move Maniac in Blackthorn City, or exchange 40 BP at the Battle Frontier.

Pokémon with Special Evolutions 1: A Pokémon whose three Evolutions each depend on stats

When Tyrogue reaches Lv. 20, it can evolve in one of three different ways depending on its Attack and Defense stats. You can adjust these stats by using stat-raising items: use Protein to raise Attack or Iron to raise Defense. Once you have Tyrogue's stats just right, go ahead and level it up.



Stat-raising items

Item	Location
Protein	Celadon Department Store 5F (9,800)
Iron	Celadon Department Store 5F (9,800)

Pokémon with Special Evolutions 2: Pokémon Evolutions that depend on your team composition

There are two Pokémon who won't evolve into certain Evolutions unless your party is set up in the right way. One of those Pokémon is Mantyke. To evolve it into Mantine, you have to level it up while Remoraid is in your party. Nincada is the other. To get Shedinja, you must level Nincada up to Lv. 20 while you have an open slot on your team and a spare Poké Ball. Nincada evolves into Ninjask, and Shedinja fills the empty slot on your team.





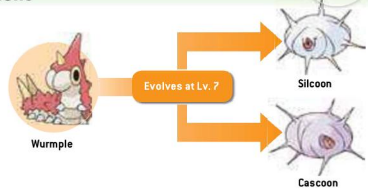
NATIONAL POKÉDEX COMPLETION GUIDE

Obtain Pokémon through Special Evolutions

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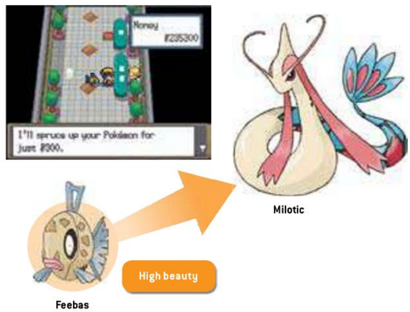
Pokémon with Special Evolutions 3 Pokémon with branching Evolutions

Wurmple evolves when it reaches Lv. 7, but there are two different paths it can take. You won't know in advance whether it will evolve into Silcoon or Cascoon. You just have to level it up and see!



Pokémon with Special Evolutions 4 Pokémon who evolve with high beauty

If Feebas levels up with high beauty, it evolves into Milotic. You can raise Feebas's beauty by taking it to the Pokémon Salon in the Goldenrod Tunnel or taking it to Pallet Town for a grooming by Daisy. You'll have to repeat this process multiple times before you're ready to level it up.

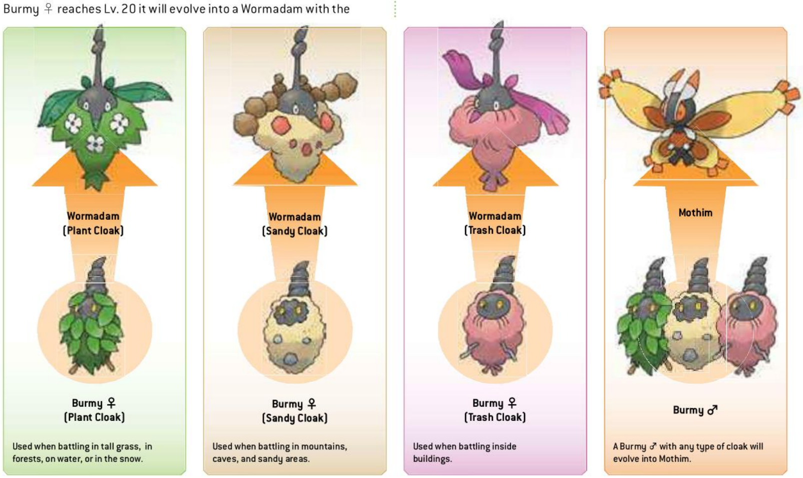


Where to raise the beauty of Feebas

1. Pokémon Salon in Goldenrod Tunnel
2. Have Daisy groom it at Blue's house in Pallet Town (3 – 4 P.M.)

Pokémon with Special Evolutions 5 Pokémon that evolve in different cloaks

Burmy acquires different cloaks to match its surroundings on the battlefield. It has the Plant Cloak, Sandy Cloak, or Trash Cloak. When Burmy ♀ reaches Lv. 20 it will evolve into a Wormadam with the same type of cloak it had at the time of Evolution. Burmy ♂ always evolves into Mothim, regardless of what cloak it had as a Burmy.



To Contents

Pokémon with Special Evolutions 6 Pokémon that evolve by learning certain moves

Some Pokémon evolve when they learn a particular level-up move, or when they level up after learning that move. In addition to the examples below, you can add Mr. Mime and Sudowoodo, who appear as wild Pokémon in *Pokémon HeartGold* and *SoulSilver* Versions.



Ambipom

Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit.



Lickilicky

Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout.



Tangrowth

Level up Tangela to Lv. 33 and have it learn AncientPower, or level it up while it knows AncientPower.



Yanmega

Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower.



Mamoswine

Level up Piloswine after teaching it AncientPower.

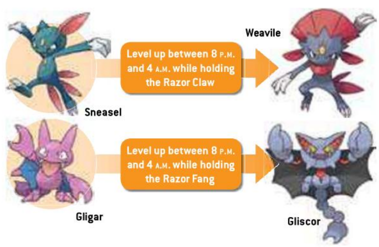
More Details: Learn moves from the Blackthorn City Move Maniac

Piloswine can't learn AncientPower by leveling up, but you can take it to the Move Maniac in Blackthorn City and have it learn the move in exchange for a Heart Scale. To find a Heart Scale, try smashing rocks with Rock Smash.



Pokémon with Special Evolutions 7 Pokémon that evolve when holding items at night

In Johto and Kanto, the passage of time dictates how certain Pokémon can evolve. Sneasel and Gligar both evolve by leveling up between 8 P.M. and 4 A.M., as long as Sneasel has the Razor Claw and Gligar has the Razor Fang.



Evolution items for Sneasel and Gligar



Razor Claw

Exchange for 48 BP at the Battle Frontier



Razor Fang

Exchange for 48 BP at the Battle Frontier

To Contents

National Pokédex Completion Tip 12

Enter the Bug-Catching Contest

Complete your National Pokédex by catching Pokémon exclusive to the event



The Bug-Catching Contest is an event held at the National Park on Tuesdays, Thursdays, and Saturdays. As you compete for points by catching Bug-type Pokémon, don't forget that some of the Pokémon you see here won't appear anywhere else. Winning is sweet, but so is using the catching contest to fill up your National Pokédex.

● Pokémon who are only found in the Bug-Catching Contest

Pokémon	Frequency	When it Appears
Beedrill[*1]	○	Pre-Hall of Fame (Tuesday, Thursday, Saturday)
Butterfree[*2]	○	
Caterpie[*2]	◎	
Kakuna[*1]	○	
Metapod[*2]	○	
Pinsir	△	
Scyther	△	
Weedle[*1]	◎	
Beedrill[*1]	○	After getting the National Pokédex (Tuesday)
Butterfree[*2]	○	
Caterpie[*2]	◎	
Kakuna[*1]	○	
Metapod[*2]	○	
Pinsir	△	
Scyther	△	
Weedle[*1]	◎	

[*1] Found in the Bug-Catching Contest in *Pokémon HeartGold*
[*2] Found in the Bug-Catching Contest in *Pokémon SoulSilver*

Pokémon	Frequency	When it Appears
Dustox	△	After getting the National Pokédex (Thursday)
Nincada	○	
Pinsir	△	
Scyther	△	
Silcoon	◎	
Beautifly	△	After getting the National Pokédex (Saturday)
Cascoon	◎	
Nincada	○	
Pinsir	△	
Scyther	△	



Go get 'em! There are 13 Pokémon who exclusively appear in the Bug-Catching Contest. Many of them, such as Scyther and Pinsir, are quite rare, so keep looking until you find them.

National Pokédex Completion Tip 13

Catch Pokémon during a Mass Outbreak



Hard-to-find Pokémon suddenly appear in large numbers

A mass outbreak is a peculiar phenomenon in which large numbers of a Pokémon species appear in a single location. The Pokémon who appear in mass outbreaks are all extremely rare, so listen for the latest mass outbreak information and get ready to catch those Pokémon!

Go look for them as soon as you know where to go

Information about mass outbreaks can be heard on the Pokémon Channel's Pokémon Talk program. When you're after a particular Pokémon, stay tuned to your radio for breaking news (p. 126).





● Pokémon that only appear in mass outbreaks

Pokémon	Location	
Baltoy ●	Route 3	Tall grass
Buneary	Route 25	Tall grass
Clamperl	Route 19	Water surface
Gulpin ◆	Route 3	Tall grass
Luvdisc	Route 27	Water surface
Mawile ◆	Route 9	Tall grass
Poochyena	Route 1	Tall grass
Ralts	Route 34	Tall grass
Relicanth	Route 12	Fishing
Sableye ●	Route 9	Tall grass
Swablu	Route 45	Tall grass
Whiscash	Violet City	Fishing
Wingull	Vermilion City	Water surface

● *Pokémon HeartGold* ◆ *Pokémon SoulSilver*

Go get 'em! Mass outbreaks change every day, and you never know when the Pokémon you want will appear. Listen to Pokémon Talk every day or you could miss a vital tip.



NATIONAL POKÉDEX COMPLETION GUIDE

Enter the Bug-Catching Contest • Catch Pokémon during a Mass Outbreak

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Use Music to Find Pokémon

The right music will draw Pokémon out of hiding



Once you've gotten the EXPN Card, check out the Music Channel on your Pokégear's radio. On Wednesdays, the Hoenn Sound program plays music from the Hoenn region, and on Thursdays you'll hear Sinnoh region tunes on the Sinnoh Sound program. Play these shows in certain locations to encounter Pokémon from the Hoenn and Sinnoh regions.

Pokémon who are only found by using the Music Channel

Location	Hoenn Sound (Wednesday)		Sinnoh Sound (Thursday)	
Bell Tower	Zigzagoon	Spinda	Chatot	Meditite
Burned Tower	Zigzagoon	Spinda	Chatot	Meditite
Cerulean Cave	Absol	Makuhita	Bronzor	Chingling
Cliff Edge Gate	Absol	Makuhita	Bronzor	Chingling
Dark Cave	Absol	Makuhita	Bronzor	Chingling
DIGLETT's Cave	Absol	Makuhita	Bronzor	Chingling
Ice Path	Absol	Makuhita	Bronzor	Chingling
Ilex Forest	Spoink	Numel	Budew	Carnivine
Mt. Moon	Absol	Makuhita	Bronzor	Chingling
Mt. Mortar	Absol	Makuhita	Bronzor	Chingling
Mt. Silver Cave	Absol	Makuhita	Bronzor	Chingling
Mt. Silver (exterior)	Whismur	Linoone	Buizel	Bidoof
National Park	Plusle	Minun	Shinx	—
Rock Tunnel	Absol	Makuhita	Bronzor	Chingling
Route 1	Plusle	Minun	Shinx	—
Route 2	Plusle	Minun	Shinx	—
Route 3	Plusle	Minun	Shinx	—
Route 4	Whismur	Linoone	Buizel	Bidoof
Route 5	Plusle	Minun	Shinx	—
Route 6	Whismur	Linoone	Buizel	Bidoof
Route 7	Plusle	Minun	Shinx	—
Route 8	Plusle	Minun	Shinx	—
Route 9	Whismur	Linoone	Buizel	Bidoof
Route 10	Whismur	Linoone	Buizel	Bidoof
Route 11	Plusle	Minun	Shinx	—
Route 13	Whismur	Linoone	Buizel	Bidoof
Route 14	Plusle	Minun	Shinx	—
Route 15	Plusle	Minun	Shinx	—
Route 16	Plusle	Minun	Shinx	—
Route 17	Plusle	Minun	Shinx	—
Route 18	Plusle	Minun	Shinx	—
Route 21	Whismur	Linoone	Buizel	Bidoof
Route 22	Whismur	Linoone	Buizel	Bidoof
Route 24	Whismur	Linoone	Buizel	Bidoof
Route 25	Whismur	Linoone	Buizel	Bidoof
Route 26	Whismur	Linoone	Buizel	Bidoof
Route 27	Whismur	Linoone	Buizel	Bidoof
Route 28	Whismur	Linoone	Buizel	Bidoof
Route 29	Plusle	Minun	Shinx	—
Route 30	Whismur	Linoone	Buizel	Bidoof
Route 31	Whismur	Linoone	Buizel	Bidoof
Route 32	Whismur	Linoone	Buizel	Bidoof
Route 33	Plusle	Minun	Shinx	—
Route 34	Whismur	Linoone	Buizel	Bidoof
Route 35	Whismur	Linoone	Buizel	Bidoof
Route 36	Plusle	Minun	Shinx	—
Route 37	Plusle	Minun	Shinx	—
Route 38	Plusle	Minun	Shinx	—
Route 39	Plusle	Minun	Shinx	—
Route 42	Whismur	Linoone	Buizel	Bidoof
Route 43	Whismur	Linoone	Buizel	Bidoof
Route 44	Whismur	Linoone	Buizel	Bidoof
Route 45	Whismur	Linoone	Buizel	Bidoof
Route 46	Plusle	Minun	Shinx	—
Route 47	Whismur	Linoone	Buizel	Bidoof
Route 48	Plusle	Minun	Shinx	—
Ruins of Alph	Whismur	Linoone	Buizel	Bidoof
Seafoam Islands	Absol	Makuhita	Bronzor	Chingling
SLOWPOKE Well	Absol	Makuhita	Bronzor	Chingling
Sprout Tower	Zigzagoon	Spinda	Chatot	Meditite
Tohjo Falls	Absol	Makuhita	Bronzor	Chingling
Union Cave	Absol	Makuhita	Bronzor	Chingling
Victory Road	Absol	Makuhita	Bronzor	Chingling
Viridian Forest	Spoink	Numel	Budew	Carnivine
Whirl Islands	Absol	Makuhita	Bronzor	Chingling



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National Pokédex Completion Tip 15

Obtain Pokémon by Hatching Eggs

Eggs are found at the Pokémon Day Care



When you leave two Pokémon together at the Pokémon Day Care on Route 34, an Egg could be waiting for you when you return to pick them up. If you leave the right pair of Pokémon at the Day Care, your new Egg could hatch into a new Pokémon and a valuable addition to your National Pokédex.

From discovering Eggs to hatching Pokémon

An Egg is sometimes found after you leave a male and a female Pokémon together at the Pokémon Day Care for a while. Put the Egg in your party and walk around until it hatches.

1 Leave two Pokémon



You can leave up to two Pokémon at the Pokémon Day Care. Leave one of each gender.

2 Find the Egg



If the two Pokémon get along, an Egg is discovered. Take the Egg with you.

3 Hatch the Egg



Put the Egg in your party and carry it around. It hatches into a Pokémon.

Pokémon who are only found by hatching Eggs

Pokémon	Pokémon Need to Find an Egg
Cleffa	Clefairy ♀ or Clefable ♀ + Fairy Group ♂
Happiny	Chansey ♀ or Blissey ♀ (while holding the Luck Incense) + Fairy Group ♂
Igglybuff	Jigglypuff ♀ or Wigglytuff ♀ + Fairy Group ♂
Mantyke	Mantine ♀ (while holding the Wave Incense) + Water Group 1 ♂
Pichu	Pikachu ♀ or Raichu ♀ + Fairy Group ♂ or Field Group ♂
Wynaut	Wobbuffet ♀ (while holding the Lax Incense) + Amorphous Group ♂



Go get 'em!



The six Pokémon listed above aren't found in the wild in *Pokémon HeartGold* and *Pokémon SoulSilver* Versions, so hatching Eggs is the only way you'll get them.

Pokémon Eggs 1 Learn how to pair up Pokémon and find Eggs

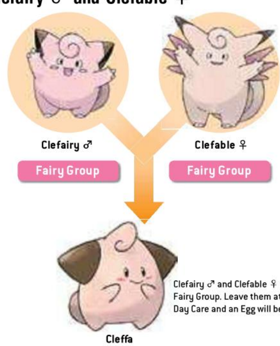
To find Eggs, you can leave two of the same Pokémon of opposite genders at the Pokémon Day Care. This is the most basic method, but you can also pair off Pokémon by Egg Group. Two different species of Pokémon can still produce an Egg if they have opposite genders and the same Egg Group.

Rules for finding Eggs

1. If you have two Pokémon of opposite genders from the same Egg Group, an Egg will be found.
2. The Pokémon that hatches from the Egg is either the same species as the female or its pre-evolved form.
3. The hatched Pokémon is almost always in its initial evolutionary stage. An exception being where a held item was needed.

*Some Pokémon have two possible Abilities. For instance, Jumpluff can have either Chlorophyll or Leaf Guard. Even if the Jumpluff you left at the Pokémon Day Care has Chlorophyll, the hatched Pokémon could have Leaf Guard instead.

Clefairy ♂ and Clefable ♀



Clefairy ♂ and Clefable ♀ are both in the Fairy Group. Leave them at the Pokémon Day Care and an Egg will be discovered.

See page 187 for Egg Group listings.

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Pokémon Eggs 2 With Ditto, you can find almost any kind of Egg

What about Pokémon species who are all male, or who whose gender is unknown? Under normal circumstances, these Pokémon can't produce Eggs. But leave one of them together with a Ditto, and you'll find an Egg after all!

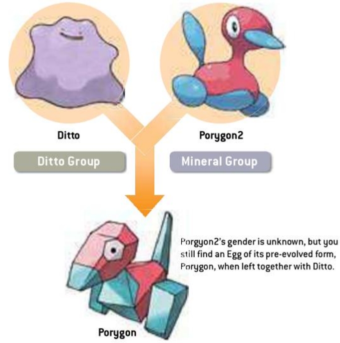
Where to find wild Ditto

Route 34/Route 47

Gender-unknown Pokémon who can leave Eggs

Baltoy	Magnemite	Porygon-Z
Beldum	Magneton	Rotom
Bronzong	Magnezone	Shedinja
Bronzor	Metagross	Solrock
Claydol	Metang	Starmie
Electrode	Porygon	Staryu
Lunatone	Porygon2	Voltorb

Ditto and Porygon2



Pokémon Eggs 3 Some Pokémon Eggs can't be found without using a held item

Sometimes, a Pokémon's Egg won't be found unless you give a held item to one of the Pokémon left at the Pokémon Day Care. You can catch Munchlax on the Pokéwalker, but you can also hatch it from an Egg by using this method.



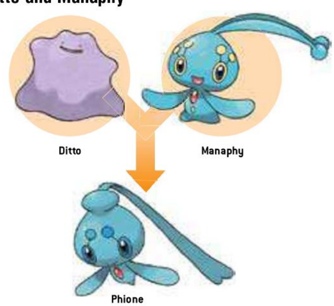
Pokémon whose Eggs are found only when a held item is used

Pokémon	Pokémon Needed to Find an Egg	Item Needed
Azurill	Marill ♀ or Azumarill ♀ + Fairy Group ♂ or Water Group 1 ♂	Sea Incense
Bonsly	Sudowoodo ♀ + Mineral Group ♂	Rock Incense
Budew	Roselia ♀ or Roserade ♀ + Fairy Group ♂ or Mineral Group ♂	Rose Incense
Chingling	Chimecho ♀ + Amorphous Group ♂	Pure Incense
Happiny	Chansey ♀ or Blissey ♀ + Fairy Group ♂	Luck Incense
Mantyke	Mantine ♀ + Water Group 1 ♂	Wave Incense
Mime Jr.	Mr. Mime ♀ + Human-Like Group ♂	Odd Incense
Munchlax	Snorlax ♀ + Monster Group ♂	Full Incense
Wynaut	Wobbuffet ♀ + Amorphous Group ♂	Lax Incense

Pokémon Eggs 4 Leave Manaphy and Ditto together and a Phione Egg is found

Leave Manaphy and Ditto together at the Pokémon Day Care, and surprise! You find a Phione Egg. This is the only way to get Phione, since it doesn't appear in the wild. That said, Phione is the only Pokémon you'll get this way. You can't evolve it into Manaphy or find any Manaphy Eggs. If you don't have Manaphy or Phione yet, you can link trade for them.

Ditto and Manaphy



To Contents

More Details: Use Abilities to make Eggs hatch more quickly

If you're in a hurry to do some hatching, try using Pokémon Abilities. It takes less time than usual for an Egg to hatch if one of your party Pokémon has the Flame Body or Magma Armor Ability.

Examples of Pokémon with these Abilities



Magmar (Flame Body)



Slugma (Magma Armor)

Pokémon Eggs 5: Pokémon can hatch already knowing special moves

All Pokémon hatch from an Egg at Lv. 1, but they can also know moves they normally wouldn't have at that level. Some of these moves can only be learned by hatching Eggs, and they're known as Egg moves. Once you get the hang of how these moves are inherited, you'll be able to hatch Pokémon that are already primed for battle.



This Tyrogue hatched with the Egg move Mind Reader in addition to Toxic, which it normally needs a TM to learn.

Moves that can be passed down to Pokémon Eggs

1. Moves that the Pokémon knows at Lv. 1
2. If both Pokémon at the Pokémon Day Care have the same level-up move, the hatched Pokémon may have that level-up move
3. A move that the Pokémon ♂ knows and that the hatched Pokémon could also learn from a TM
4. A move that the Pokémon ♂ knows and that the hatched Pokémon can learn as an Egg move

Pokémon Eggs 6: Pichu can hatch knowing the Volt Tackle move

In *Pokémon HeartGold* and *SoulSilver* Versions, Pichu can hatch from an Egg already knowing the powerful Volt Tackle move. For this to happen, one of the Pokémon left at the Pokémon Day Care must hold the Light Ball. If you don't have one yet, the item is sometimes held by wild Pikachu.



Volt Tackle's user takes recoil damage equal to 1/3 of the move's damage, but this move does have an impressive 120 Power.



Light Ball

Sometimes held by wild Pikachu

An example of a pair that results in a Pichu with Volt Tackle



Give Pikachu ♀ the Light Ball and leave it at the Pokémon Day Care with a Cherrim ♂, also from the Fairy Group.

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Pokémon Egg Groups

1 Grass Group

No.	Name
No.001	Bulbasaur
No.002	Ivysaur
No.003	Venusaur
No.043	Oddish
No.044	Gloom
No.045	Vileplume
No.046	Paras
No.047	Parasect
No.069	Bellsprout
No.070	Weepinbell
No.071	Victreebel
No.102	Exeggcute
No.103	Exeggutor
No.114	Tangela
No.152	Chikorita
No.153	Bayleef
No.154	Meganium
No.182	Bellossom
No.187	Hoppip
No.188	Skiploom
No.189	Jumpluff
No.191	Sunkern
No.192	Sunflora
No.270	Lotad
No.271	Lombre
No.272	Ludicolo
No.273	Seedot
No.274	Nuzleaf
No.275	Shiftry
No.285	Shroomish
No.286	Breloom
No.315	Roselia
No.331	Cacnea
No.332	Cacturne
No.357	Tropius
No.387	Turtwig
No.388	Grotle
No.389	Torterra
No.407	Roserade
No.420	Cherubi
No.421	Cherrim
No.455	Carnivine
No.459	Snover
No.460	Abomasnow
No.465	Tangrowth

2 Bug Group

No.	Name
No.010	Caterpie
No.011	Metapod
No.012	Butterfree
No.013	Weedle
No.014	Kakuna
No.015	Beedrill
No.046	Paras
No.047	Parasect
No.048	Venonat
No.049	Venomoth
No.123	Scyther
No.127	Pinsir
No.165	Ledyba
No.166	Ledian
No.167	Spinarak
No.168	Ariados
No.193	Yanma
No.204	Pineco
No.205	Forretress
No.207	Gligar
No.212	Scizor
No.213	Shuckle
No.214	Heracross
No.265	Wurmple
No.266	Silcoon
No.267	Beautifly
No.268	Cascoon
No.269	Dustox
No.283	Surskit
No.284	Masquerain
No.290	Nincada
No.291	Ninjask
No.313	Volbeat
No.314	Illumise
No.328	Trapinch
No.329	Vibrava
No.330	Flygon
No.401	Kricketot
No.402	Kricketune
No.412	Burmy
No.413	Wormadam
No.414	Mothim
No.415	Combee
No.416	Vespiquen
No.451	Skorupi
No.452	Drapion
No.469	Yanmega
No.472	Gliscor

3 Flying Group

No.	Name
No.016	Pidgey
No.017	Pidgeotto
No.018	Pidgeot
No.021	Spearow
No.022	Fearow
No.041	Zubat
No.042	Golbat
No.083	Farfetch'd
No.084	Doduo
No.085	Dodrio
No.142	Aerodactyl
No.163	Hoothoot
No.164	Noctowl
No.169	Crobat
No.176	Togetic
No.177	Natu
No.178	Xatu
No.198	Murkrow
No.227	Skarmory
No.276	Taillow
No.277	Swellow
No.278	Wingull
No.279	Pelipper
No.333	Swablu
No.334	Altaria
No.396	Starly
No.397	Staravia
No.398	Staraptor
No.430	Honchkrow
No.441	Chatot
No.468	Togekiss

4 Human-Like Group*

No.	Name
No.063	Abra
No.064	Kadabra
No.065	Alakazam
No.066	Machop
No.067	Machoke
No.068	Machamp
No.096	Drowzee
No.097	Hypno
No.106	Hitmonlee
No.107	Hitmonchan
No.122	Mr. Mime
No.124	Jynx
No.125	Electabuzz
No.126	Magmar
No.237	Hitmontop
No.296	Makuhita
No.297	Hariyama
No.302	Sableye
No.307	Meditite
No.308	Medicham
No.313	Volbeat
No.314	Illumise
No.327	Spinda
No.331	Cacnea
No.332	Cacturne
No.390	Chimchar
No.391	Monferno
No.392	Infernape
No.427	Buneary
No.428	Lopunny
No.448	Lucario
No.453	Croagunk
No.454	Toxicroak
No.466	Electivire
No.467	Magmortar

5 Monster Group*

No.	Name
No.001	Bulbasaur
No.002	Ivysaur
No.003	Venusaur
No.004	Charmander
No.005	Charmeleon
No.006	Charizard
No.007	Squirtle
No.008	Wartortle
No.009	Blastoise
No.029	Nidoran ♀
No.032	Nidoran ♂
No.033	Nidorino
No.034	Nidoking
No.079	Slowpoke
No.080	Slowbro
No.104	Cubone
No.105	Marowak
No.108	Lickitung
No.111	Rhyhorn
No.112	Rhydon
No.115	Kangaskhan
No.131	Lapras
No.143	Snorlax
No.152	Chikorita
No.153	Bayleef
No.154	Meganium
No.158	Totodile
No.159	Croconaw
No.160	Feraligatr
No.179	Mareep
No.180	Flaaffy
No.181	Ampharos
No.199	Slowking
No.246	Larvitar
No.247	Pupitar
No.248	Tyranitar
No.252	Treecko
No.253	Grovyle
No.254	Sceptile
No.258	Mudkip
No.259	Marshtomp
No.260	Swampert
No.293	Whismur
No.294	Loudred
No.295	Exploud
No.304	Aron
No.305	Lairon
No.306	Aggron
No.357	Tropius
No.387	Turtwig
No.388	Grotle
No.389	Torterra
No.408	Cranidos
No.409	Rampardos
No.410	Shieldon
No.411	Bastiodon
No.443	Gible
No.444	Gabite
No.445	Garchomp
No.459	Snover
No.460	Abomasnow
No.463	Lickilicky
No.464	Rhyperior

6 Fairy Group*

No.	Name
No.025	Pikachu
No.026	Raichu
No.035	Clefairy
No.036	Clefable
No.039	Jigglypuff
No.040	Wigglytuff
No.113	Chansey
No.176	Togetic
No.183	Marill
No.184	Azumarill
No.187	Hoppip
No.188	Skiploom
No.189	Jumpluff
No.209	Snubbull
No.210	Granbull
No.242	Blissey
No.285	Shroomish
No.286	Breloom
No.300	Skitty
No.301	Delcatty
No.303	Mawile
No.311	Plusle
No.312	Minun
No.315	Roselia
No.351	Castform
No.361	Snorunt
No.362	Glalie
No.407	Roserade
No.417	Pachirisu
No.420	Cherubi
No.421	Cherrim
No.468	Togekiss
No.478	Froslass
No.489	Phione
No.490	Manaphy

7 Dragon Group

No.	Name
No.004	Charmander
No.005	Charmeleon
No.006	Charizard
No.023	Ekans
No.024	Arbok
No.116	Horsea
No.117	Seadra
No.129	Magikarp
No.130	Gyarados
No.147	Dratini
No.148	Dragonair
No.149	Dragonite
No.230	Kingdra
No.252	Treecko
No.253	Grovyle
No.254	Sceptile
No.333	Swablu
No.334	Altaria
No.336	Seviper
No.349	Feebas
No.350	Milotic
No.371	Bagon
No.372	Shelgon
No.373	Salamence
No.443	Gible
No.444	Gabite
No.445	Garchomp

8 Mineral Group*

No.	Name
No.074	Geodude
No.075	Graveler
No.076	Golem
No.081	Magnemite
No.082	Magneton
No.095	Onix
No.100	Voltorb
No.101	Electrode
No.137	Porygon
No.185	Sudowoodo
No.208	Steelix
No.233	Porygon2
No.292	Shedinja
No.299	Nosepass
No.337	Lunatone
No.338	Solrock
No.343	Baltoy
No.344	Claydol
No.361	Snorunt
No.362	Glalie
No.374	Beldum
No.375	Metang
No.376	Metagross
No.436	Bronzor
No.437	Bronzong
No.462	Magnezone
No.474	Porygon-Z
No.476	Probopass
No.478	Froslass

Pokémon that belong to two Egg Groups have their names highlighted in green

*These Pokémon can be used in a pairing where a held item is needed (p. 185).

9 Field Group

No.	Pokémon	No.	Pokémon
No.019	Rattata	No.209	Snubbull
No.020	Raticate	No.210	Granbull
No.023	Ekans	No.215	Sneasel
No.024	Arbok	No.216	Teddiursa
No.025	Pikachu	No.217	Ursaring
No.026	Raichu	No.220	Swinub
No.027	Sandshrew	No.221	Piloswine
No.028	Sandslash	No.225	Delibird
No.029	Nidoran ♀	No.228	Houndour
No.032	Nidoran ♂	No.229	Houndoom
No.033	Nidorino	No.231	Phanpy
No.034	Nidoking	No.232	Donphan
No.037	Vulpix	No.234	Stantler
No.038	Ninetales	No.235	Smeargle
No.050	Diglett	No.241	Miltank
No.051	Dugtrio	No.255	Torchic
No.052	Meowth	No.256	Combusken
No.053	Persian	No.257	Blaziken
No.054	Psyduck	No.261	Poochyena
No.055	Golduck	No.262	Mightyena
No.056	Mankey	No.263	Zigzagoon
No.057	Primeape	No.264	Linoone
No.058	Growlithe	No.273	Seedot
No.059	Arcanine	No.274	Nuzleaf
No.077	Ponyta	No.275	Shiftry
No.078	Rapidash	No.287	Slakoth
No.083	Farfetch'd	No.288	Vigoroth
No.086	Seel	No.289	Slaking
No.087	Dewgong	No.293	Whismur
No.111	Rhyhorn	No.294	Loudred
No.112	Rhydon	No.295	Exploud
No.128	Tauros	No.300	Skitty
No.133	Eevee	No.301	Delcatty
No.134	Vaporeon	No.303	Mawile
No.135	Jolteon	No.309	Electrike
No.136	Flareon	No.310	Manectric
No.155	Cyndaquil	No.320	Wailmer
No.156	Quilava	No.321	Wailord
No.157	Typhlosion	No.322	Numel
No.161	Sentret	No.323	Camerupt
No.162	Furret	No.324	Torkoal
No.179	Mareep	No.325	Spoink
No.180	Flaaffy	No.326	Grumpig
No.181	Ampharos	No.327	Spinda
No.190	Aipom	No.335	Zangoose
No.194	Wooper	No.336	Seviper
No.195	Quagsire	No.352	Kecleon
No.196	Espeon	No.359	Absol
No.197	Umbreon	No.363	Spheal
No.203	Girafarig	No.364	Sealeo
No.206	Dunsparce	No.365	Walrein

(continued above)

Pokémon that belong to two Egg Groups have their names highlighted in green

*These Pokémon can be used in a pairing where a held item is needed (p. 185).

9 Field Group

No.	Pokémon	No.	Pokémon
No.390	Chimchar	No.427	Buneary
No.391	Monferno	No.428	Lopunny
No.392	Infernape	No.431	Glameow
No.393	Piplup	No.432	Purugly
No.394	Prinplup	No.434	Stunky
No.395	Empoleon	No.435	Skuntank
No.399	Bidoof	No.448	Lucario
No.400	Bibarel	No.449	Hippopotas
No.403	Shinx	No.450	Hippowdon
No.404	Luxio	No.461	Weavile
No.405	Luxray	No.464	Rhyperior
No.417	Pachirisu	No.470	Leafeon
No.418	Buizel	No.471	Glaceon
No.419	Floatzel	No.473	Mamoswine
No.424	Ambipom		

10 Amorphous Group

No.	Pokémon	No.	Pokémon
No.088	Grimer	No.351	Castform
No.089	Muk	No.353	Shuppet
No.092	Gastly	No.354	Banette
No.093	Haunter	No.355	Duskull
No.094	Gengar	No.356	Dusclops
No.109	Koffing	No.358	Chimecho
No.110	Weezing	No.422	Shellos
No.200	Misdreavus	No.423	Gastrodon
No.202	Wobbuffet	No.425	Drifloon
No.218	Slugma	No.426	Drifblim
No.219	Magcargo	No.429	Mismagius
No.280	Ralts	No.442	Spiritomb
No.281	Kirlia	No.475	Gallade
No.282	Gardevoir	No.477	Dusknoir
No.316	Gulpin	No.479	Rotom
No.317	Swalot		

11 Water Group 1*

No.	Pokémon	No.	Pokémon
No.007	Squirtle	No.226	Mantine
No.008	Wartortle	No.230	Kingdra
No.009	Blastoise	No.258	Mudkip
No.054	Psyduck	No.259	Marshtomp
No.055	Golduck	No.260	Swampert
No.060	Poliwag	No.270	Lotad
No.061	Poliwhirl	No.271	Lombre
No.062	Poliwrath	No.272	Ludicolo
No.079	Slowpoke	No.278	Wingull
No.080	Slowbro	No.279	Pelipper
No.086	Seel	No.283	Surskit
No.087	Dewgong	No.284	Masquerain
No.116	Horsea	No.341	Corphish
No.117	Seadra	No.342	Crawdaunt
No.131	Lapras	No.349	Feebas
No.138	Omanyte	No.350	Milotic
No.139	Omastar	No.363	Spheal
No.140	Kabuto	No.364	Sealeo
No.141	Kabutops	No.365	Walrein
No.147	Dratini	No.366	Clamperl
No.148	Dragonair	No.367	Huntail
No.149	Dragonite	No.368	Gorebyss
No.158	Totodile	No.369	Relicanth
No.159	Croconaw	No.393	Piplup
No.160	Feraligatr	No.394	Prinplup
No.183	Marill	No.395	Empoleon
No.184	Azumarill	No.399	Bidoof
No.186	Politoed	No.400	Bibarel
No.194	Wooper	No.418	Buizel
No.195	Quagsire	No.419	Floatzel
No.199	Slowking	No.422	Shellos
No.222	Corsola	No.423	Gastrodon
No.223	Remoraid	No.489	Phione
No.224	Octillery	No.490	Manaphy
No.225	Delibird		

12 Water Group 2

No.	Pokémon	No.	Pokémon
No.118	Goldeen	No.319	Sharpedo
No.119	Seaking	No.320	Wailmer
No.129	Magikarp	No.321	Wailord
No.130	Gyarados	No.339	Barboach
No.170	Chinchou	No.340	Whiscash
No.171	Lanturn	No.369	Relicanth
No.211	Qwilfish	No.370	Luvdisc
No.223	Remoraid	No.456	Finneon
No.224	Octillery	No.457	Lumineon
No.318	Carvanha		

13 Water Group 3

No.	Pokémon	No.	Pokémon
No.072	Tentacool	No.141	Kabutops
No.073	Tentacruel	No.222	Corsola
No.090	Shellder	No.341	Corphish
No.091	Cloyster	No.342	Crawdaunt
No.098	Krabby	No.345	Lileep
No.099	Kingler	No.346	Cradily
No.120	Staryu	No.347	Anorith
No.121	Starmie	No.348	Armaldo
No.138	Omanyte	No.451	Skorupi
No.139	Omastar	No.452	Drapion
No.140	Kabuto		

14 Ditto Group

No.	Pokémon
No.132	Ditto

15 No Eggs Discovered

No.	Pokémon	No.	Pokémon
No.030	Nidorina	No.380	Latias
No.031	Nidoqueen	No.381	Latios
No.144	Articuno	No.382	Kyogre
No.145	Zapdos	No.383	Groudon
No.146	Moltres	No.384	Rayquaza
No.150	Mewtwo	No.385	Jirachi
No.151	Mew	No.386	Deoxys
No.172	Pichu	No.406	Budew
No.173	Cleffa	No.433	Chingling
No.174	Igglybuff	No.438	Bonsly
No.175	Togepi	No.439	Mime Jr.
No.201	Unown	No.440	Happiny
No.236	Tyrogue	No.446	Munchlax
No.238	Smoochum	No.447	Riolu
No.239	Elekid	No.458	Mantyke
No.240	Magby	No.480	Uxie
No.243	Raikou	No.481	Mesprit
No.244	Entei	No.482	Azelf
No.245	Suicune	No.483	Dialga
No.249	Lugia	No.484	Palkia
No.250	Ho-Oh	No.485	Heatran
No.251	Celebi	No.486	Regigigas
No.298	Azurill	No.487	Giratina
No.360	Wynaut	No.488	Cresselia
No.377	Regirock	No.491	Darkrai
No.378	Regice	No.492	Shaymin
No.379	Registeel	No.493	Arceus

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National Pokédex Completion Tip 16

Link Trade for Pokémon

Link up with friends to trade for Pokémon you need



Pokémon can appear in *Pokémon HeartGold* but not *Pokémon SoulSilver*, and vice versa. To get these Version-exclusive Pokémon, trade with your friends and family.

Pokémon exclusive to either *Pokémon HeartGold* or *SoulSilver Version*

Pokémon exclusive to *Pokémon HeartGold*

Pokémon	Location
Anorith	Restore the Claw Fossil at the Pewter Museum of Science
Ariados	Route 2 (night)
Baltoy	Route 3 (mass outbreak)
Donphan	Victory Road
Gligar	Route 45
Growlithe	Route 36
Kyogre	Bring the Blue Orb to the Embedded Tower
Latias	Talk to Steven after visiting the Pokémon Fan Club in Vermilion City
Mankey	Route 42
Mantine	Route 41
Omanyte	Restore the Helix Fossil at the Pewter Museum of Science
Phanpy	Route 45
Primeape	Cerulean Cave
Sableye	Route 9 (mass outbreak)
Spinarak	Route 30 (night)

Pokémon exclusive to *Pokémon SoulSilver*

Pokémon	Location
Delibird	Ice Path
Groudon	Bring the Red Orb to the Embedded Tower
Gulpin	Route 3 (mass outbreak)
Kabuto	Restore the Dome Fossil at the Pewter Museum of Science
Latios	Talk to Steven after visiting the Pokémon Fan Club in Vermilion City
Ledian	Route 2 (morning)
Ledyba	Route 30 (morning)
Lileep	Restore the Root Fossil at the Pewter Museum of Science
Mawile	Route 9 (mass outbreak)
Meowth	Route 38
Persian	Route 7
Skarmory	Route 45
Teddiursa	Route 45
Ursaring	Victory Road
Vulpix	Route 36

Go get 'em!

Want to trade Pokémon with people around the world? Visit the Global Trade Station at the Global Terminal in Goldenrod City! You'll need access to a wireless Internet connection in order to use Nintendo Wi-Fi Connection.



Pokémon can evolve when you trade them

There are plenty of Pokémon that only evolve once you trade them, so catch their pre-evolved forms and trade them with people you know. Many of these Pokémon won't evolve unless they're also holding a specific item when you trade them. You'll lose the item, but gain a newly evolved Pokémon.



Pokémon who evolve when traded

Pokémon	Evolution Requirements
Alakazam	Link trade Kadabra
Dusknoir	Link trade Dusclops while it holds the Reaper Cloth
Electivire	Link trade Electabuzz while it holds the Electirizer
Gengar	Link trade Haunter
Golem	Link trade Graveler
Gorebyss	Link trade Clamperl while it holds the DeepSeaScale
Huntail	Link trade Clamperl while it holds the DeepSeaTooth
Kingdra	Link trade Seadra while it holds the Dragon Scale
Machamp	Link trade Machoke
Magmortar	Link trade Magmar while it holds the Magmarizer
Politoed	Link trade Poliwhirl while it holds the King's Rock
Porygon2	Link trade Porygon while it holds the Up-Grade
Porygon-Z	Link trade Porygon2 while it holds the Dubious Disc
Rhyperior	Link trade Rhydon while it holds the Protector
Scizor	Link trade Scyther while it holds the Metal Coat
Slowking	Link trade Slowpoke while it holds the King's Rock

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Items needed for trade Evolutions

King's Rock
SLOWPOKE Well B2F/Pokéathlon prize (Mon., Thurs., Sun.)

Magmarizer
Cinnabar Island (Rock Climb)

DeepSeaScale
Sometimes held by wild Chinchou or Relicanth

Dragon Scale
Mt. Mortar 2F (at the back)

Reaper Cloth
Mt. Silver (exterior)

Electirizer
Cerulean Cave B1F (Rock Climb)

DeepSeaTooth
Dowsing MCHN (Route 20)

Metal Coat
Fast Ship S.S. Aqua/Pokéathlon prize (Tues., Fri., Sat.)

Dubious Disc
Route 42 (Rock Climb)

Protector
Mt. Mortar 1F inner (Rock Climb)

Up-Grade
Silph Co. (Saffron City)

Transfer Pokémon from *Pokémon Diamond, Pearl,* and *Platinum* Versions

Out of the 484 Pokémon needed to complete the National Pokédex, 22 species don't normally appear in *Pokémon HeartGold* or *SoulSilver Version*. To record these Pokémon in your Pokédex, you'll either have to transfer them from *Pokémon Diamond, Pearl,* or *Platinum,* or trade for some of them over the GTS.

Pokémon found by trading with *Pokémon Diamond, Pearl,* or *Platinum Version*


Regirock


Registeel


Regice


Turtwig


Chimchar


Piplup


Cranidos


Shieldon


Drifloon


Glameow

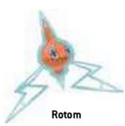

Stunky


Magnezone


Leafeon


Glaceon


Probopass


Rotom


Uxie


Mesprit


Azelf


Heatran


Regigigas


Cresselia

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National Pokédex Completion Tip 17: Catch Raikou, Entei, Latias, and Latios



Legendary Pokémon are roaming the routes and waterways

Once you visit the Burned Tower, Raikou and Entei start roaming across the Johto region. And post-Hall of Fame, once you've visited the Pokémon Fan Club and met Steven, either Latias *(Pokémon HeartGold)* or Latios *(Pokémon SoulSilver)* will start flying around the Kanto region, too.



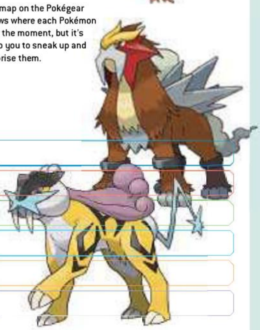
They'll run as soon as you see them

All of these Pokémon try to flee at the start of battle. You'll need a strategy to keep them from escaping.



Their locations are revealed

The map on the Pokégear shows where each Pokémon is at the moment, but it's up to you to sneak up and surprise them.



How to track these Pokémon

1. Current location is displayed on the Pokégear's map
2. These Pokémon appear either in tall grass or on bodies of water, but not in caves
3. They'll move to another location if you use Fly to catch up with them
4. Their position shifts slightly whenever you enter a new town or cave
5. Each Pokémon can instantly move across large distances
6. Each Pokémon tries to flee as soon as you encounter it

National Pokédex Completion Tip 18: Catch Pokémon on the Pokéwalker

Take a Stroll to build up Watts and catch hard-to-find Pokémon

Each copy of *Pokémon HeartGold* or *SoulSilver Version* comes bundled with the Pokéwalker, a Pokémon pedometer that accumulates Watts as you walk around. You can also transfer one of your Pokémon from *Pokémon HeartGold* or *SoulSilver* onto the Pokéwalker and use it to catch wild Pokémon. This method is a good way to work on your National Pokédex, since your Pokéwalker strolls turn up wild Pokémon not easily obtained in *Pokémon HeartGold* or *SoulSilver*.



Pokémon that are only found on the Pokéwalker

Pokémon	Frequency	Route	Total Watts Needed to Unlock Route
Bonsly	○	Big Forest	40,000
Carvanha	◎	Warm Beach	7,500
Castform	△	Treehouse	15,000
Feebas	△	Quiet Cave	100,000
Finneon	△	Stormy Beach	65,000
Kecleon	△	Treehouse	15,000
Mime Jr.	○	Sinnoh Field	25,000
Munchlax	▲	Quiet Cave	100,000
Shellos	◎	Stormy Beach	65,000
Skitty	○	Hoenn Field	5,000
Snorunt	○	Icy Mountain Rd.	30,000
Snover	○	Icy Mountain Rd.	30,000
Spiritomb	▲	Quiet Cave	100,000
Tropius	○	Big Forest	40,000
Wailmer	○	Warm Beach	7,500

See page 452 for more details on the Pokéwalker.

Go get 'em!



The Pokéwalker is a treasure trove of wild Pokémon. You can even encounter rare Pokémon just by walking around with it, thus adding another entry to your growing National Pokédex.







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National Pokédex Completion Tip 19

Migrate Pokémon at the Pal Park

Migrate Pokémon from your Game Boy Advance Pokémon games



At the Pal Park facility, you can migrate your Pokémon from GBA Pokémon games to *Pokémon HeartGold* and *SoulSilver* Versions. If you have a favorite Pokémon from a previous game, use the Pal Park to bring it on over.

Insert a GBA Pokémon Game Pak into your Nintendo DS or DS Lite

The Pal Park requires a Nintendo DS or DS Lite with the Game Pak Slot for Game Boy Advance Game Paks. There's no Game Pak Slot on the Nintendo DSi, so you can't use the Pal Park on it.



When you enter the Pal Park to bring your Pokémon over, it's called the Catching Show.

Pokémon games you can use in the Pal Park

Pokémon Ruby



Pokémon Sapphire



Pokémon Emerald



Pokémon FireRed



Pokémon LeafGreen



Pal Park Rules 1 You can only migrate six Pokémon at a time

The Pal Park is available after Professor Oak upgrades your Pokédex to the National Pokédex. You can migrate up to six Pokémon at a time from each Game Boy Advance game. Once you migrate a set of Pokémon, you can't bring over another set until you've caught all of the Pokémon you transferred.



Basic Pal Park rules

1. Each time you migrate, you can bring over up to six Pokémon from each Game Boy Advance game
2. You can't migrate the next six Pokémon until you've caught all of the last batch you migrated
3. You can't migrate Pokémon that have learned a hidden move or are holding Mail
4. You can't migrate Eggs
5. Once transferred to the Pal Park, the Pokémon disappear from your Game Boy Advance game
6. Deoxys appears in the Forme it had when you migrated it

Pal Park Rules 2 Earn points as you catch Pokémon

When you sign up for the Catching Show, you receive six Park Balls, which are guaranteed to capture a Pokémon. The Pal Park itself is split into five main areas—forest, mountain, lake, tall grass, sea—and each migrated Pokémon is found in the appropriate area. If you put on a good Catching Show by catching rare Pokémon or quickly finishing all your catches, you'll earn extra points. Aim for a high score and the prizes that come with it!



How points are scored

1. More points are awarded for catching rare and valuable Pokémon
2. Earn points by catching six Pokémon of different types
3. Earn points by catching a Pokémon whose type differs from that of the last Pokémon you caught
4. More points are awarded for quicker captures

Pal Park Map



Area Map



Turn your points into Berries

You can earn Berries by scoring points in the Pal Park Catching Show. The Berry you receive depends on your point total, as seen below.

3,000 points or less

- Cheri Berry
- Chesto Berry
- Pecha Berry
- Rawst Berry
- Aspear Berry
- Leppa Berry
- Oran Berry
- Persim Berry

3,000–3,299 points

- Figy Berry
- Wiki Berry
- Mago Berry
- Aguav Berry
- Iapapa Berry

3,300–3,499 points

- Razz Berry
- Bluk Berry
- Nanab Berry
- Wepear Berry
- Pinap Berry
- Lum Berry
- Sitrus Berry

3,500 points or more

- Pomeg Berry
- Kelpsy Berry
- Qualot Berry
- Hondew Berry
- Grepa Berry
- Tamato Berry

Pal Park Pokémon Data

No.	Pokémon	Location	Point Value	Freq.
001	Bulbasaur	Grass	Fairly low	◌
002	Ivysaur	Grass	Fairly high	∧
003	Venusaur	Grass	High	▲
004	Charmander	Grass	Fairly low	◌
005	Charmeleon	Grass	Fairly high	∧
006	Charizard	Grass	High	▲
007	Squirtle	Lake	Fairly low	◌
008	Wartortle	Lake	Fairly high	∧
009	Blastoise	Lake	High	▲
010	Caterpie	Forest	Low	○
011	Metapod	Forest	Fairly low	◌
012	Butterfree	Forest	Average	┘
013	Weedle	Forest	Low	○
014	Kakuna	Forest	Fairly low	◌
015	Beedrill	Forest	Average	┐
016	Pidgey	Grass	Low	○
017	Pidgeotto	Grass	Fairly low	◌
018	Pidgeot	Grass	Average	┐
019	Rattata	Grass	Low	○
020	Raticate	Grass	Fairly low	◌
021	Spearow	Grass	Low	○
022	Fearow	Grass	Fairly low	◌
023	Ekans	Forest	Low	○
024	Arbok	Forest	Fairly low	◌
025	Pikachu	Forest	Fairly high	∧
026	Raichu	Forest	High	▲
027	Sandshrew	Mountain	Fairly low	◌
028	Sandslash	Mountain	Average	┘
029	Nidoran ♀	Grass	Low	○
030	Nidorina	Grass	Fairly low	◌
031	Nidoqueen	Grass	Average	┘
032	Nidoran ♂	Grass	Low	○
033	Nidorino	Grass	Fairly low	◌
034	Nidoking	Grass	Average	┘
035	Clefairy	Mountain	Fairly high	△
036	Clefable	Mountain	High	▲
037	Vulpix	Grass	Average	┘
038	Ninetales	Grass	Fairly high	∧
039	Jigglypuff	Grass	Fairly high	△
040	Wigglytuff	Grass	High	▲
041	Zubat	Mountain	Low	○
042	Golbat	Mountain	Fairly low	◌
043	Oddish	Forest	Low	○
044	Gloom	Forest	Fairly low	◌
045	Vileplume	Forest	Average	┘
046	Paras	Forest	Low	○
047	Parasect	Forest	Fairly low	◌
048	Venonat	Forest	Low	○
049	Venomoth	Forest	Fairly low	◌
050	Diglett	Mountain	Low	○
051	Dugtrio	Mountain	Fairly low	◌
052	Meowth	Grass	Fairly low	◌
053	Persian	Grass	Average	┌
054	Psyduck	Lake	Fairly low	◌
055	Golduck	Lake	Average	┌
056	Mankey	Mountain	Fairly low	◌
057	Primeape	Mountain	Average	└
058	Growlithe	Grass	Average	┌
059	Arcanine	Grass	Fairly high	△
060	Poliwag	Lake	Fairly low	◌
061	Poliwhirl	Lake	Fairly high	∧
062	Poliwrath	Lake	High	▲
063	Abra	Grass	Fairly low	◌
064	Kadabra	Grass	Fairly high	△
065	Alakazam	Grass	High	▲
066	Machop	Mountain	Fairly low	◌
067	Machoke	Mountain	Fairly high	△
068	Machamp	Mountain	High	▲
069	Bellsprout	Forest	Low	○
070	Weepinbell	Forest	Fairly low	◌
071	Victreebel	Forest	Average	┌
072	Tentacool	Sea	Low	○
073	Tentacruel	Sea	Fairly low	◌
074	Geodude	Mountain	Low	○
075	Graveler	Mountain	Fairly low	◌
076	Golem	Mountain	Average	┌
077	Ponyta	Grass	Fairly low	◌
078	Rapidash	Grass	Average	└
079	Slowpoke	Lake	Fairly low	◌
080	Slowbro	Lake	Average	└
081	Magnemite	Mountain	Fairly low	◌
082	Magneton	Mountain	Average	└
083	Farfetch'd	Grass	Average	┌
084	Doduo	Grass	Fairly low	◌
085	Dodrio	Grass	Average	└
086	Seel	Sea	Fairly low	◌
087	Dewgong	Sea	Average	└
088	Grimer	Grass	Fairly low	◌
089	Muk	Grass	Average	└
090	Shellder	Sea	Fairly low	◌
091	Cloyster	Sea	Average	┌
092	Gastly	Forest	Fairly low	◌
093	Haunter	Forest	Fairly high	∧
094	Gengar	Forest	High	▲
095	Onix	Mountain	Fairly high	△
096	Drowzee	Forest	Fairly low	◌
097	Hypno	Forest	Average	└
098	Krabby	Sea	Fairly low	◌
099	Kingler	Sea	Average	└
100	Voltorb	Grass	Fairly low	◌
101	Electrode	Grass	Average	┘
102	Exeggcute	Forest	Fairly low	◌
103	Exeggutor	Forest	Average	┐
104	Cubone	Mountain	Fairly low	◌
105	Marowak	Mountain	Average	┐
106	Hitmonlee	Mountain	Fairly high	△
107	Hitmonchan	Mountain	Fairly high	△
108	Lickitung	Grass	Average	┐
109	Koffing	Mountain	Fairly low	◌
110	Weezing	Mountain	Average	┐
111	Rhyhorn	Mountain	Fairly low	◌
112	Rhydon	Mountain	Average	┘
113	Chansey	Grass	High	▲
114	Tangela	Forest	Fairly low	◌
115	Kangaskhan	Grass	Average	┐
116	Horsea	Sea	Fairly low	◌
117	Seadra	Sea	Average	┘
118	Goldeen	Lake	Fairly low	◌
119	Seaking	Lake	Average	┘
120	Staryu	Sea	Fairly low	◌
121	Starmie	Sea	Average	┐
122	Mr. Mime	Grass	Average	┘
123	Scyther	Grass	Average	┐
124	Jynx	Grass	Average	┘
125	Electabuzz	Mountain	Average	┐
126	Magmar	Mountain	Average	┐
127	Pinsir	Forest	Average	┘
128	Tauros	Grass	Average	┘
129	Magikarp	Lake	Low	○
130	Gyarados	Lake	High	▲
131	Lapras	Sea	High	▲
132	Ditto	Grass	Average	┘
133	Eevee	Grass	High	▲
134	Vaporeon	Grass	High	▲
135	Jolteon	Grass	High	▲
136	Flareon	Grass	High	▲
137	Porygon	Grass	Fairly high	△
138	Omanyte	Sea	Fairly low	◌
139	Omastar	Sea	Average	┘
140	Kabuto	Sea	Fairly low	◌
141	Kabutops	Sea	Average	┘
142	Aerodactyl	Mountain	Average	┐
143	Snorlax	Grass	Fairly high	∧
144	Articuno	Mountain	High	▲
145	Zapdos	Mountain	High	▲
146	Moltres	Mountain	High	▲
147	Dratini	Lake	Average	┐
148	Dragonair	Lake	Fairly high	∧
149	Dragonite	Mountain	High	▲
150	Mewtwo	Grass	High	▲

◌ Very common　○ Common　| | Average　∧ Uncommon　▲ Rare　✕ Very rare

To Contents

No.	Pokémon	Location	Point Value	Freq.
151	Mew	Forest	Very high	×
152	Chikorita	Grass	Fairly low	◠
153	Bayleef	Grass	Fairly high	△
154	Meganium	Grass	High	▲
155	Cyndaquil	Grass	Fairly low	◠
156	Quilava	Grass	Fairly high	△
157	Typhlosion	Grass	High	▲
158	Totodile	Lake	Fairly low	◠
159	Croconaw	Lake	Fairly high	△
160	Feraligatr	Mountain	High	▲
161	Sentret	Grass	Low	○
162	Furret	Grass	Fairly low	◠
163	Hoothoot	Forest	Low	○
164	Noctowl	Forest	Fairly low	◠
165	Ledyba	Grass	Low	○
166	Ledian	Grass	Fairly low	◠
167	Spinarak	Grass	Low	○
168	Ariados	Grass	Fairly low	◠
169	Crobat	Mountain	High	▲
170	Chinchou	Sea	Fairly low	◠
171	Lanturn	Sea	Average	⌉
172	Pichu	Grass	Fairly high	△
173	Cleffa	Grass	Fairly high	∧
174	Igglybuff	Grass	Fairly high	△
175	Togepi	Grass	Fairly high	∧
176	Togetic	Grass	High	▲
177	Natu	Forest	Fairly low	◠
178	Xatu	Forest	Average	⌋
179	Mareep	Grass	Fairly low	◠
180	Flaaffy	Grass	Average	⌋
181	Ampharos	Grass	Fairly high	∧
182	Bellossom	Forest	Fairly high	△
183	Marill	Lake	Fairly low	◠
184	Azumarill	Lake	Average	⌋
185	Sudowoodo	Mountain	Average	⌋
186	Politoed	Lake	Fairly high	∧
187	Hoppip	Grass	Fairly low	◠
188	Skiploom	Grass	Average	⌉
189	Jumpluff	Grass	Fairly high	△
190	Aipom	Forest	Average	⌋
191	Sunkern	Grass	Fairly low	◠
192	Sunflora	Grass	Average	⌋
193	Yanma	Grass	Fairly high	∧
194	Wooper	Lake	Fairly low	◠
195	Quagsire	Lake	Average	⌋
196	Espeon	Grass	High	▲
197	Umbreon	Grass	High	▲
198	Murkrow	Forest	Average	⌉
199	Slowking	Lake	Fairly high	△
200	Misdreavus	Forest	Average	⌋

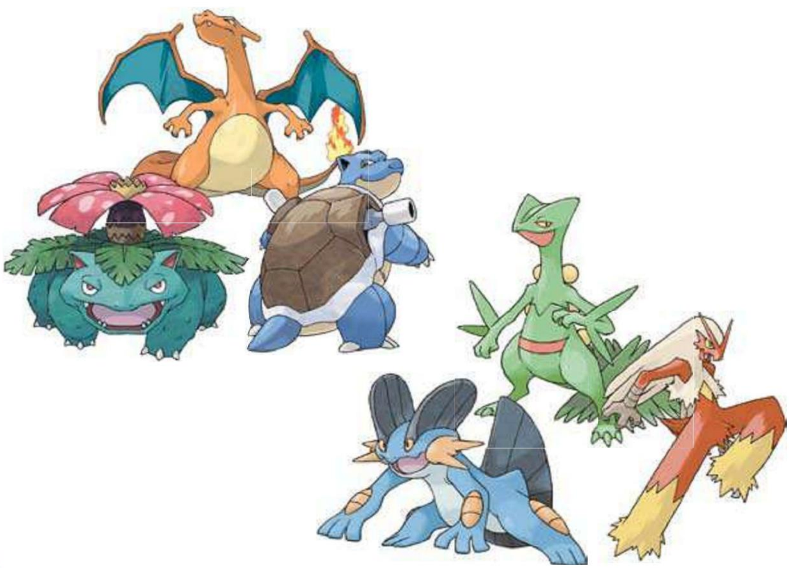
No.	Pokémon	Location	Point Value	Freq.
201	Unown	Forest	Average	⌋
202	Wobbuffet	Grass	Fairly high	∧
203	Girafarig	Grass	Average	⌉
204	Pineco	Forest	Fairly low	◠
205	Forretress	Forest	Average	⌉
206	Dunsparce	Forest	High	▲
207	Gligar	Mountain	Fairly low	◠
208	Steelix	Mountain	High	▲
209	Snubbull	Grass	Fairly low	◠
210	Granbull	Grass	Average	⌉
211	Qwilfish	Sea	Fairly high	∧
212	Scizor	Grass	High	▲
213	Shuckle	Sea	Fairly high	∧
214	Heracross	Forest	Fairly high	△
215	Sneasel	Mountain	Fairly low	◠
216	Teddiursa	Forest	Fairly low	◠
217	Ursaring	Forest	Average	⌋
218	Slugma	Mountain	Fairly low	◠
219	Magcargo	Mountain	Average	⌋
220	Swinub	Mountain	Fairly low	◠
221	Piloswine	Mountain	Average	⌉
222	Corsola	Sea	Average	⌋
223	Remoraid	Sea	Fairly low	◠
224	Octillery	Sea	Average	⌋
225	Delibird	Mountain	Average	⌉
226	Mantine	Sea	Average	⌉
227	Skarmory	Mountain	Average	⌋
228	Houndour	Mountain	Fairly low	◠
229	Houndoom	Mountain	Average	⌋
230	Kingdra	Sea	Fairly high	∧
231	Phanpy	Mountain	Fairly low	◠
232	Donphan	Mountain	Average	⌋
233	Porygon2	Grass	Fairly high	∧
234	Stantler	Grass	Fairly low	◠
235	Smeargle	Grass	Fairly high	△
236	Tyrogue	Mountain	Fairly high	∧
237	Hitmontop	Mountain	Fairly high	△
238	Smoochum	Grass	Fairly high	∧
239	Elekid	Mountain	Fairly high	△
240	Magby	Mountain	Fairly high	△
241	Miltank	Grass	Average	⌉
242	Blissey	Grass	High	▲
243	Raikou	Mountain	High	▲
244	Entei	Mountain	High	▲
245	Suicune	Mountain	High	▲
246	Larvitar	Mountain	Average	⌋
247	Pupitar	Mountain	Fairly high	△
248	Tyranitar	Mountain	High	▲
249	Lugia	Mountain	High	▲
250	Ho-Oh	Mountain	High	▲

No.	Pokémon	Location	Point Value	Freq.
251	Celebi	Forest	Very high	×
252	Treecko	Forest	Fairly low	◠
253	Grovyle	Forest	Fairly high	△
254	Sceptile	Forest	High	▲
255	Torchic	Grass	Fairly low	◠
256	Combusken	Grass	Fairly high	△
257	Blaziken	Grass	High	▲
258	Mudkip	Lake	Fairly low	◠
259	Marshtomp	Lake	Fairly high	△
260	Swampert	Lake	High	▲
261	Poochyena	Grass	Low	○
262	Mightyena	Grass	Fairly low	◠
263	Zigzagoon	Grass	Low	○
264	Linoone	Grass	Fairly low	◠
265	Wurmple	Forest	Low	○
266	Silcoon	Forest	Fairly low	◠
267	Beautifly	Forest	Average	∟
268	Cascoon	Forest	Fairly low	◠
269	Dustox	Forest	Average	∟
270	Lotad	Lake	Low	○
271	Lombre	Lake	Fairly low	◠
272	Ludicolo	Lake	Fairly high	△
273	Seedot	Forest	Low	○
274	Nuzleaf	Forest	Fairly low	◠
275	Shiftry	Forest	Fairly high	∧
276	Taillow	Grass	Low	○
277	Swellow	Grass	Fairly low	◠
278	Wingull	Sea	Low	○
279	Pelipper	Sea	Fairly low	◠
280	Ralts	Grass	Fairly low	◠
281	Kirlia	Grass	Average	∟
282	Gardevoir	Grass	Fairly high	△
283	Surskit	Lake	Fairly low	◠
284	Masquerain	Lake	Average	∟
285	Shroomish	Forest	Fairly low	◠
286	Breloom	Forest	Average	⌈
287	Slakoth	Forest	Fairly low	◠
288	Vigoroth	Forest	Average	⌈
289	Slaking	Forest	Fairly high	△
290	Nincada	Forest	Fairly low	◠
291	Ninjask	Forest	Average	⌈
292	Shedinja	Forest	Fairly high	△
293	Whismur	Mountain	Fairly low	◠
294	Loudred	Mountain	Average	∟
295	Exploud	Mountain	Fairly high	△
296	Makuhita	Mountain	Fairly low	◠
297	Hariyama	Mountain	Average	∟
298	Azurill	Lake	Fairly high	∧
299	Nosepass	Mountain	Average	∟
300	Skitty	Grass	Fairly low	◠

Very common Common Average ∧ Uncommon ▲ Rare × Very rare

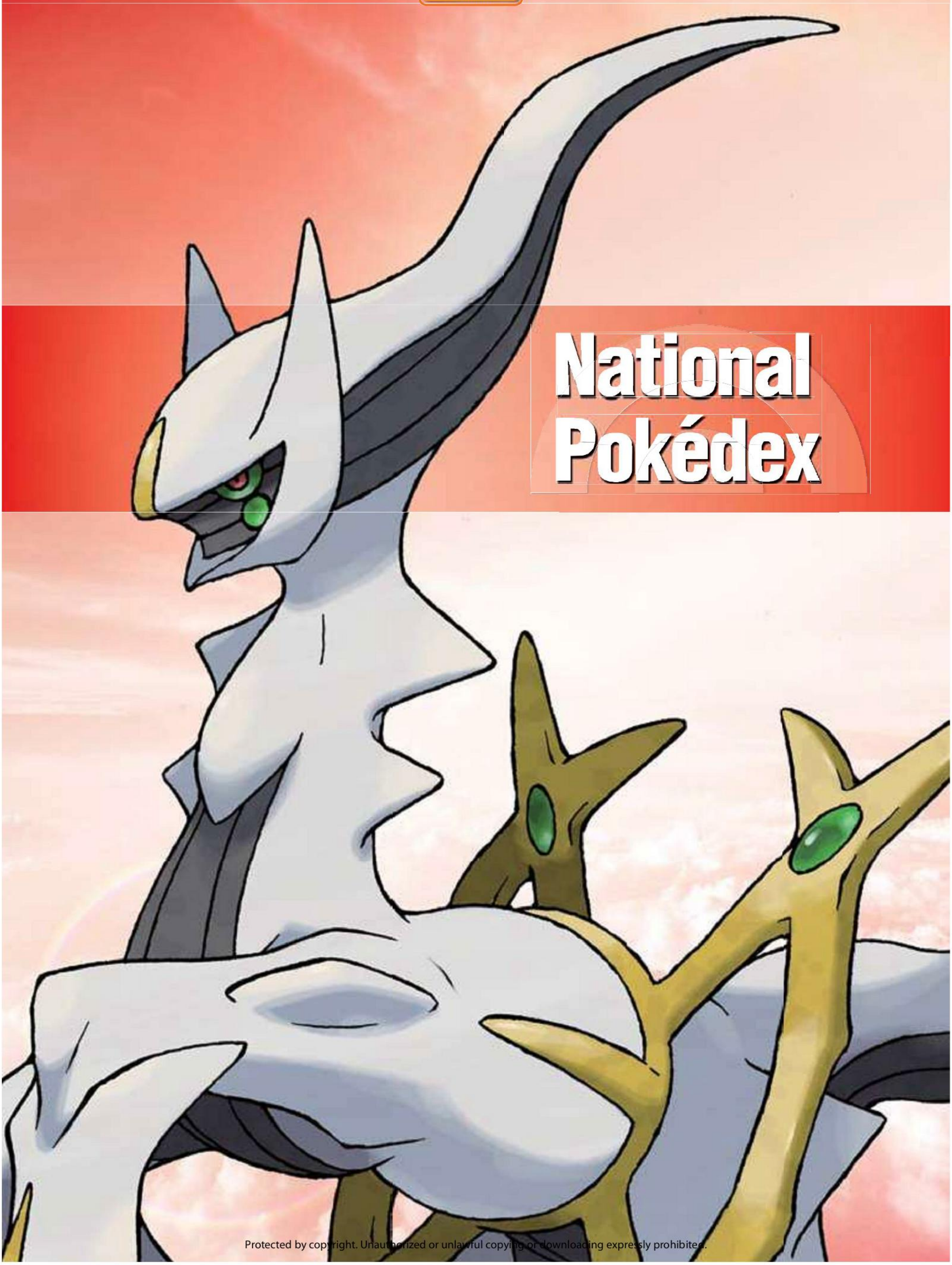
No.	Pokémon	Location	Point Value	Freq.
301	Delcatty	Grass	Average	□
302	Sableye	Mountain	Average	□
303	Mawile	Mountain	Average	□
304	Aron	Mountain	Fairly low	○
305	Lairon	Mountain	Average	□
306	Aggron	Mountain	Fairly high	△
307	Meditite	Mountain	Fairly low	○
308	Medicham	Mountain	Average	□
309	Electrike	Grass	Fairly low	○
310	Manectric	Grass	Average	□
311	Plusle	Grass	High	▲
312	Minun	Grass	High	▲
313	Volbeat	Mountain	Average	□
314	Illumise	Mountain	Average	□
315	Roselia	Grass	Average	□
316	Gulpin	Forest	Fairly low	○
317	Swalot	Forest	Average	□
318	Carvanha	Sea	Fairly low	○
319	Sharpedo	Sea	Average	□
320	Wailmer	Sea	Fairly low	○
321	Wailord	Sea	Fairly high	△
322	Numel	Mountain	Fairly low	○
323	Camerupt	Mountain	Average	□
324	Torkoal	Mountain	Average	□
325	Spoink	Grass	Fairly low	○
326	Grumpig	Grass	Average	□
327	Spinda	Grass	Fairly low	○
328	Trapinch	Mountain	Fairly low	○
329	Vibrava	Mountain	Average	□
330	Flygon	Mountain	Fairly high	△
331	Cacnea	Mountain	Fairly low	○
332	Cacturne	Mountain	Average	□
333	Swablu	Grass	Fairly low	○
334	Altaria	Grass	Fairly high	△
335	Zangoose	Grass	Average	□
336	Seviper	Forest	Average	□
337	Lunatone	Mountain	Average	□
338	Solrock	Mountain	Average	□
339	Barboach	Lake	Fairly low	○
340	Whiscash	Lake	Average	□
341	Corphish	Lake	Fairly low	○
342	Crawdaunt	Lake	Average	□
343	Baltoy	Mountain	Fairly low	○
344	Claydol	Mountain	Average	□
345	Lileep	Sea	Average	□
346	Cradily	Sea	Fairly high	△
347	Anorith	Sea	Average	□
348	Armaldo	Sea	Fairly high	△
349	Feebas	Sea	Average	□
350	Milotic	Sea	High	▲
351	Castform	Grass	Fairly high	△
352	Kecleon	Forest	Average	□
353	Shuppet	Forest	Fairly low	○
354	Banette	Forest	Average	□
355	Duskull	Forest	Fairly low	○
356	Dusclops	Forest	Average	□
357	Tropius	Forest	Average	□
358	Chimecho	Mountain	Fairly high	△
359	Absol	Mountain	Fairly high	△
360	Wynaut	Grass	Fairly high	△
361	Snorunt	Mountain	Fairly low	○
362	Glalie	Mountain	Average	□
363	Spheal	Sea	Fairly low	○
364	Sealeo	Sea	Average	□
365	Walrein	Sea	Fairly high	△
366	Clamperl	Sea	Fairly low	○
367	Huntail	Sea	Fairly high	△
368	Gorebyss	Sea	Fairly high	△
369	Relicanth	Sea	Fairly high	△
370	Luvdisc	Sea	Fairly low	○
371	Bagon	Mountain	Fairly low	○
372	Shelgon	Mountain	Average	□
373	Salamence	Mountain	Fairly high	△
374	Beldum	Mountain	Average	□
375	Metang	Mountain	Fairly high	△
376	Metagross	Mountain	High	▲
377	Regirock	Mountain	High	▲
378	Regice	Mountain	High	▲
379	Registeel	Mountain	High	▲
380	Latias	Grass	High	▲
381	Latios	Grass	High	▲
382	Kyogre	Sea	High	▲
383	Groudon	Mountain	High	▲
384	Rayquaza	Grass	High	▲
385	Jirachi	Mountain	Very high	×
386	Deoxys	Mountain	Very high	×

◎ Very common ○ Common □ Average △ Uncommon ▲ Rare × Very rare

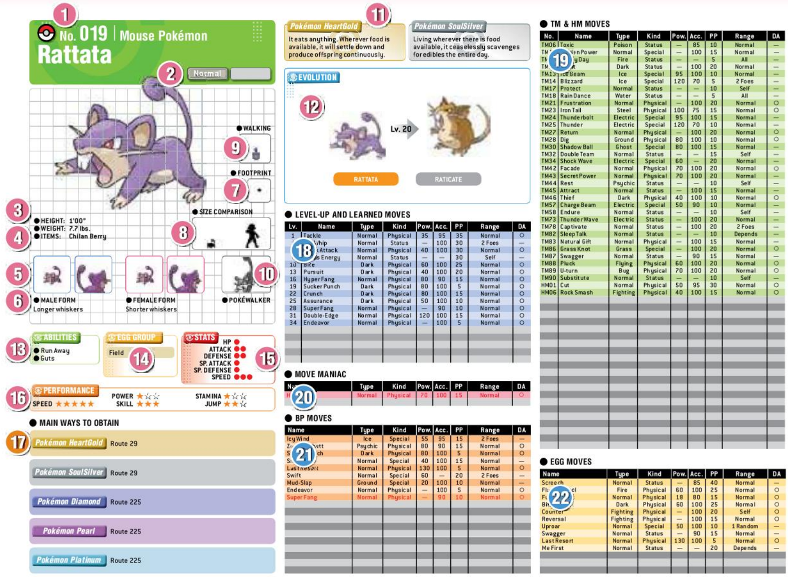


To Contents

National Pokédex



How to Use the National Pokédex



Basic Data

1 National Pokédex Number

The National Pokédex number of the Pokémon.

2 Type

The Pokémon's type. Some Pokémon have two types.

3 Height and Weight

The height and weight of the Pokémon.

4 Held Item

The item that is sometimes held by the Pokémon when you encounter it in the wild in places such as tall grass, caves, and the ocean.

5 Gender

It shows whether the Pokémon has two genders. Some Pokémon's gender is unknown.

6 Male and Female Forms

Some Pokémon look a little bit different between male and female. Comments are made where the differences are. If they share the same form, the common form is shown.

7 Footprint

This is the footprint of the Pokémon. Some Pokémon do not have footprints.

8 Size Comparison

The size of the Pokémon is compared to that of the hero/heroine.

9 Walking

It's the form of the Pokémon when it's the lead Pokémon and walking with you outside of its Poké Ball.

10 Pokéwalker

It's the form when the Pokémon is in the Pokéwalker.

11 Pokédex Entry

It's the Pokémon summaries given in the Pokédex. Both the *Pokémon HeartGold* and *SoulSilver* entries are included.

12 Evolution

The course of Evolution for the Pokémon, as well as any conditions governing its Evolution.

13 Ability

The Pokémon's Ability. If two Abilities are listed, each individual Pokémon will have one of the two.

14 Egg Group

The Egg group the Pokémon belongs to. Some Pokémon belong to two groups.

15 Stats

For each of the six key Pokémon stats, the number of dots (maximum of 6) indicates how readily that stat increases in comparison to other Pokémon.

16 Performance

These are stats that affect how well a Pokémon performs in the Pokéathlon sports competition. The number of orange stars indicates the base Performance level, and white stars indicate how much further each Performance stat can be raised (maximum is five stars). For example, ★★☆ means that the Pokémon's standard Performance is 2, but can go up to 3. Performance level varies depending on the day of the week, the Pokémon's Nature, and what Aprijuices you use.

How to Obtain

17 Main Ways to Obtain

One main method to obtain the Pokémon is shown. The ways to obtain in *Pokémon Diamond, Pearl,* and *Platinum* Versions are also shown.

Moves It Can Learn

18 Level-Up Moves

A list of the moves that the Pokémon can learn by leveling up.

19 TM & HM Moves

A list of the moves that the Pokémon can learn by using a TM or an HM.

20 Moves Maniac

A list of the moves that the Move Maniac can teach the Pokémon.

21 BP Moves

A list of the moves that can be learned in exchange for BP (Battle Points) obtained in the Battle Frontier.

22 Egg Moves

These moves are occasionally learned by the Pokémon upon hatching from an Egg, as long as they are known by the male Pokémon you leave at the Pokémon Day Care.

Chart Key

- **Lv.** ....The level at which the move can be learned
- **No.** ....The TM's number
- **Type** ....The move's type
- **Kind** ....Whether the move is a physical, special, or status move
- **Pow.** ....The move's attack power
- **Acc.** ....The move's accuracy
- **PP** ....How many times the move can be used
- **Range** .....The number and type of targets that the move affects
- **DA** ....Whether the move is a direct attack that makes physical contact with the target

To Contents

No. 001 | Seed Pokémon
Bulbasaur

Grass | Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 15.2 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Overgrow

EGG GROUPS
- Monster
- Grass

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★☆
- SKILL ★★★☆
- STAMINA ★★★☆
- JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Receive from Professor Oak in Pallet Town (after defeating Red)
Pokémon SoulSilver	Receive from Professor Oak in Pallet Town (after defeating Red)
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: The seed on its back is filled with nutrients. The seed grows steadily larger as its body grows.

Pokémon SoulSilver: It carries a seed on its back right from birth. As it grows older, the seed also grows larger.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	◯
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	◯
19	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
21	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
25	Growth	Normal	Status	—	—	40	Self	—
27	Double-Edge	Normal	Physical	120	100	15	Normal	◯
31	Worry Seed	Grass	Status	—	100	10	Normal	—
33	Synthesis	Grass	Status	—	—	5	Self	—
37	Seed Bomb	Grass	Physical	80	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Skull Bash	Normal	Physical	100	100	15	Normal	◯
Safeguard	Normal	Status	—	—	25	2 Allies	—
Charm	Normal	Status	—	100	20	Normal	—
Petal Dance	Grass	Special	90	100	20	1 Random	◯
Magical Leaf	Grass	Special	60	—	20	Normal	—
GrassWhistle	Grass	Status	—	55	15	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Ingrain	Grass	Status	—	—	20	Self	—
Nature Power	Normal	Status	—	—	20	Depends	—
Amnesia	Psychic	Status	—	—	20	Self	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Power Whip	Grass	Physical	120	85	10	Normal	◯
Sludge	Poison	Special	65	100	20	Normal	—

No. 002 | Seed Pokémon
Ivysaur

Grass | Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 28.7 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Overgrow

EGG GROUPS
- Monster
- Grass

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★
- POWER ★★☆
- SKILL ★★★★☆
- STAMINA ★★★★☆
- JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Bulbasaur to Lv. 16
Pokémon SoulSilver	Level up Bulbasaur to Lv. 16
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: Exposure to sunlight adds to its strength. Sunlight also makes the bud on its back grow larger.

Pokémon SoulSilver: If the bud on its back starts to smell sweet, it is evidence that the large flower will soon bloom.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Leech Seed	Grass	Status	—	90	10	Normal	—
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	◯
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	◯
20	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
23	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
28	Growth	Normal	Status	—	—	40	Self	—
31	Double-Edge	Normal	Physical	120	100	15	Normal	◯
36	Worry Seed	Grass	Status	—	100	10	Normal	—
39	Synthesis	Grass	Status	—	—	5	Self	—
44	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 003 | Seed Pokémon
Venusaur

Grass | Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 6'07"
- WEIGHT: 220.5 lbs.
- ITEMS: None



- MALE FORM: No pistil
- FEMALE FORM: Pistil protruded
- POKÉWALKER

ABILITY
- Overgrow

EGG GROUPS
- Monster
- Grass

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★☆
- POWER ★★★★☆
- SKILL ★★★
- STAMINA ★★★★★
- JUMP ★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Ivysaur to Lv. 32
Pokémon SoulSilver	Level up Ivysaur to Lv. 32
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: By spreading the broad petals of its flower and catching the sun's rays, it fills its body with power.

Pokémon SoulSilver: It is able to convert sunlight into energy. As a result, it is more powerful in the summertime.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Leech Seed	Grass	Status	—	90	10	Normal	—
1	Vine Whip	Grass	Physical	35	100	15	Normal	◯
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Leech Seed	Grass	Status	—	90	10	Normal	—
9	Vine Whip	Grass	Physical	35	100	15	Normal	◯
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	◯
20	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
23	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
28	Growth	Normal	Status	—	—	40	Self	—
31	Double-Edge	Normal	Physical	120	100	15	Normal	◯
32	Petal Dance	Grass	Special	90	100	20	1 Random	◯
39	Worry Seed	Grass	Status	—	100	10	Normal	—
45	Synthesis	Grass	Status	—	—	5	Self	—
53	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Frenzy Plant	Grass	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 004 | Lizard Pokémon
Charmander

Fire



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 18.7 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Blaze

EGG GROUPS
- Monster
- Dragon

STATS
- HP ●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★★
- POWER ★☆☆☆☆
- SKILL ★★★☆
- STAMINA ★☆☆
- JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Receive from Professor Oak in Pallet Town (after defeating Red)
Pokémon SoulSilver	Receive from Professor Oak in Pallet Town (after defeating Red)
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: The flame on its tail shows the strength of its life force. If it is weak, the flame also burns weakly.

Pokémon SoulSilver: The flame on its tail indicates CHARMANDER's life force. If it is healthy, the flame burns brightly.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Dragon Rage	Dragon	Special	—	100	10	Normal	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
25	Fire Fang	Fire	Physical	65	95	15	Normal	◯
28	Slash	Normal	Physical	70	100	20	Normal	◯
34	Flamethrower	Fire	Special	95	100	15	Normal	—
37	Fire Spin	Fire	Special	15	70	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

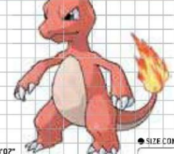
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Belly Drum	Normal	Status	—	—	10	Self	—
AncientPower	Rock	Special	60	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Bite	Dark	Physical	60	100	25	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Beat Up	Dark	Physical	10	100	10	Normal	—
Swords Dance	Normal	Status	—	—	30	Self	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Crunch	Dark	Physical	80	100	15	Normal	◯
Dragon Rush	Dragon	Physical	100	75	10	Normal	◯
Metal Claw	Steel	Physical	50	95	35	Normal	◯
Flare Blitz	Fire	Physical	120	100	15	Normal	◯
Counter	Fighting	Physical	—	100	20	Self	◯

To Contents

No. 005 | Flame Pokémon
Charmeleon

Fire



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'07"
- WEIGHT: 41.9 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Blaze

EGG GROUPS
- Monster
- Dragon

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★ POWER ★★☆☆ SKILL ★★★☆ STAMINA ★★ JUMP ★★★

MAIN WAYS TO OBTAIN

Game	How to obtain
Pokémon HeartGold	Level up Charmander to Lv. 16
Pokémon SoulSilver	Level up Charmander to Lv. 16
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: It is very hotheaded by nature, so it constantly seeks opponents. It calms down only when it wins.

Pokémon SoulSilver: It has a barbaric nature. In battle, it whips its fiery tail around and slashes away with sharp claws.

EVOLUTION



Charmander → Lv16 → Charmeleon → Lv36 → Charizard

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
17	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Scary Face	Normal	Status	—	90	10	Normal	—
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
39	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Fire Spin	Fire	Special	15	70	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

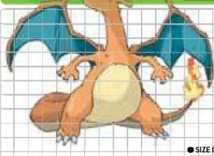
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 006 | Flame Pokémon
Charizard

Fire Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'07"
- WEIGHT: 199.5 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Blaze

EGG GROUPS
- Monster
- Dragon

STATS
- HP ●●●
- ATTACK ●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★ POWER ★★★ SKILL ★★ STAMINA ★★★★☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	How to obtain
Pokémon HeartGold	Level up Charmeleon to Lv. 36
Pokémon SoulSilver	Level up Charmeleon to Lv. 36
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: If CHARIZARD becomes furious, the flame at the tip of its tail flares up in a light blue shade.

Pokémon SoulSilver: Breathing intense, hot flames, it can melt almost anything. Its breath inflicts terrible pain on enemies.

EVOLUTION



Charmander → Lv16 → Charmeleon → Lv36 → Charizard

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
1	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
1	Air Slash	Flying	Special	75	95	20	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
17	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Scary Face	Normal	Status	—	90	10	Normal	—
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
32	Slash	Normal	Physical	70	100	20	Normal	○
36	Wing Attack	Flying	Physical	60	100	35	Normal	○
42	Flamethrower	Fire	Special	95	100	15	Normal	—
49	Fire Spin	Fire	Special	15	70	15	Normal	—
59	Heat Wave	Fire	Special	100	90	10	2 Foes	—
66	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Blast Burn	Fire	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 007 | Tiny Turtle Pokémon
Squirtle

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 19.8 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

Pokémon HeartGold
The shell is soft when it is born. It soon becomes so resilient, prodding fingers will bounce off it.

Pokémon SoulSilver
The shell, which hardens soon after it is born, is resilient. If you poke it, it will bounce back out.

EVOLUTION



ABILITY
● Torrent

EGG GROUPS
Monster
Water 1

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★☆☆
SKILL ★★★☆
STAMINA ★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Receive from Professor Oak in Pallet Town (after defeating Red)
Pokémon SoulSilver	Receive from Professor Oak in Pallet Town (after defeating Red)
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bubble	Water	Special	20	100	30	2 Foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
19	Rapid Spin	Normal	Physical	20	100	40	Normal	○
22	Protect	Normal	Status	—	—	10	Self	—
25	Water Pulse	Water	Special	60	100	20	Normal	—
28	Aqua Tail	Water	Physical	90	90	10	Normal	○
31	Skull Bash	Normal	Physical	100	100	15	Normal	○
34	Iron Defense	Steel	Status	—	—	15	Self	—
37	Rain Dance	Water	Status	—	—	5	All	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mirror Coat	Psychic	Special	—	100	20	Self	—
Haze	Ice	Status	—	—	30	All	—
Mist	Ice	Status	—	—	30	2 Allies	—
Foresight	Normal	Status	—	—	40	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Refresh	Normal	Status	—	—	20	Self	—
Mud Sport	Ground	Status	—	—	15	All	—
Yawn	Normal	Status	—	—	10	Normal	—
Muddy Water	Water	Special	95	85	10	2 Foes	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Aqua Ring	Water	Status	—	—	20	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○
Water Spout	Water	Special	150	100	5	2 Foes	—

No. 008 | Turtle Pokémon
Wartortle

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 49.6 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

Pokémon HeartGold
It is a well-established symbol of longevity. If its shell has algae on it, that WARTORTLE is very old.

Pokémon SoulSilver
It cleverly controls its furry ears and tail to maintain its balance while swimming.

EVOLUTION



ABILITY
● Torrent

EGG GROUPS
Monster
Water 1

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆☆☆
POWER ★★☆☆☆
SKILL ★★★★☆
STAMINA ★★★☆☆
JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Squirtle to Lv. 16
Pokémon SoulSilver	Level up Squirtle to Lv. 16
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
4	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bubble	Water	Special	20	100	30	2 Foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
20	Rapid Spin	Normal	Physical	20	100	40	Normal	○
24	Protect	Normal	Status	—	—	10	Self	—
28	Water Pulse	Water	Special	60	100	20	Normal	—
32	Aqua Tail	Water	Physical	90	90	10	Normal	○
36	Skull Bash	Normal	Physical	100	100	15	Normal	○
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Rain Dance	Water	Status	—	—	5	All	—
48	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

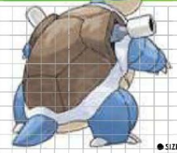
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

[To Contents]

No. 009 | Shellfish Pokémon
Blastoise

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'03"
● WEIGHT: 188.5 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Torrent

EGG GROUPS
Monster
Water 1

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Wartortle to Lv. 36
Pokémon SoulSilver	Level up Wartortle to Lv. 36
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
It deliberately makes itself heavy so it can withstand the recoil of the water jets it fires.

Pokémon SoulSilver
The rocket cannons on its shell fire jets of water capable of punching holes through thick steel.

EVOLUTION



Squirtle → Wartortle → Blastoise

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Flash Cannon	Steel	Special	80	100	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Withdraw	Water	Status	—	—	40	Self	—
4	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bubble	Water	Special	20	100	30	2 Foes	—
10	Withdraw	Water	Status	—	—	40	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
16	Bite	Dark	Physical	60	100	25	Normal	○
20	Rapid Spin	Normal	Physical	20	100	40	Normal	○
24	Protect	Normal	Status	—	—	10	Self	—
28	Water Pulse	Water	Special	60	100	20	Normal	—
32	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Skull Bash	Normal	Physical	100	100	15	Normal	○
46	Iron Defense	Steel	Status	—	—	15	Self	—
53	Rain Dance	Water	Status	—	—	5	All	—
60	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Hydro Cannon	Water	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 010 | Worm Pokémon
Caterpie

Bug



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 6.4 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Shield Dust

EGG GROUP
Bug

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆
POWER ★☆☆
SKILL ★★★★
STAMINA ★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon Diamond	Route 204 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 204 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 204 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
For protection, it releases a horrible stench from the antennae on its head to drive away enemies.

Pokémon SoulSilver
Its feet have suction cups designed to stick to any surface. It tenaciously climbs trees to forage.

EVOLUTION



Caterpie → Metapod → Butterfree

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	String Shot	Bug	Status	—	95	40	2 Foes	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—

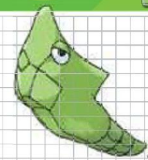
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 011 | Cocoon Pokémon
Metapod

Bug



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'04"
- WEIGHT: 21.8 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Shed Skin

EGG GROUP
Bug

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★☆☆ | POWER ★☆☆ | SKILL ★ | STAMINA ★★★★☆ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon Diamond	Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Inside the shell, it is soft and weak as it prepares to evolve. It stays motionless in the shell.

Pokémon SoulSilver
It prepares for evolution by hardening its shell as much as possible to protect its soft body.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

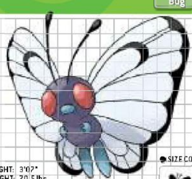
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

No. 012 | Butterfly Pokémon
Butterfree

Bug | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'07"
- WEIGHT: 70.5 lbs.
- ITEMS: SilverPowder
- MALE FORM: Lower parts of wings are white
- FEMALE FORM: Lower parts of wings have a black spot
- POKÉWALKER

ABILITY
- Compoundeyes

EGG GROUP
Bug

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆☆ | POWER ★★☆ | SKILL ★★☆ | STAMINA ★★☆ | JUMP ★★★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Bug-Catching Contest at National Park (after obtaining the National Pokédex/Tuesday)
Pokémon SoulSilver	Bug-Catching Contest at National Park (after obtaining the National Pokédex/Tuesday)
Pokémon Diamond	Level up Metapod to Lv. 10
Pokémon Pearl	Level up Metapod to Lv. 10
Pokémon Platinum	Level up Metapod to Lv. 10

Pokémon HeartGold
It collects honey every day. It rubs honey onto the hairs on its legs to carry it back to its nest.

Pokémon SoulSilver
Water-repellent powder on its wings enables it to collect honey, even in the heaviest of rains.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
10	Confusion	Psychic	Special	50	100	25	Normal	—
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Stun Spore	Grass	Status	—	75	30	Normal	—
12	Sleep Powder	Grass	Status	—	75	15	Normal	—
16	Gust	Flying	Special	40	100	35	Normal	—
18	Supersonic	Normal	Status	—	55	20	Normal	—
22	Whirlwind	Normal	Status	—	100	20	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Silver Wind	Bug	Special	60	100	5	Normal	—
30	Tailwind	Flying	Status	—	—	30	2 Allies	—
34	Safeguard	Normal	Status	—	—	25	2 Allies	—
36	Captivate	Normal	Status	—	100	20	2 Foes	—
40	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 013 | Hairy Bug Pokémon
Weedle

Bug | Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 7.1 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Shield Dust

EGG GROUP
Bug

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★☆☆
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★☆☆
JUMP ★★

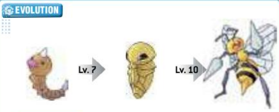
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon Diamond	Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Its poison stinger is very powerful. Its bright-colored body is intended to warn off its enemies.

Pokémon SoulSilver
It attacks using a two-inch poison barb on its head. It can usually be found under the leaves it eats.

EVOLUTION



Weedle → Lv. 7 → Kakuna → Lv. 10 → Beedrill

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	2 Foes	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

No. 014 | Cocoon Pokémon
Kakuna

Bug | Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 22.0 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Shed Skin

EGG GROUP
Bug

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★☆☆
POWER ★☆☆
SKILL ★
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon Diamond	Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Although it is a cocoon, it can move a little. It can extend its poison barb if it is attacked.

Pokémon SoulSilver
From this form, it will grow into an adult. As its body becomes softer, the external shell hardens.

EVOLUTION



Weedle → Lv. 7 → Kakuna → Lv. 10 → Beedrill

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

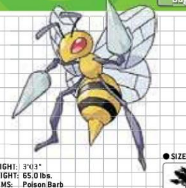
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 015 | Poison Bee Pokémon
Beedrill

Bug | Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON

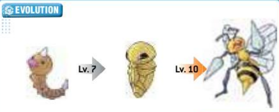
- HEIGHT: 3'03"
- WEIGHT: 65.0 lbs.
- ITEMS: Poison Barb

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold
It can take down any opponent with its powerful poison stingers. It sometimes attacks in swarms.

Pokémon SoulSilver
It has three poison barbs. The barb on its tail secretes the most powerful poison.

EVOLUTION



ABILITY
- Swarm

EGG GROUP
Bug

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★☆☆☆ SKILL ★★★☆ STAMINA ★★ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)
Pokémon Diamond	Level up Kakuna to Lv. 10
Pokémon Pearl	Level up Kakuna to Lv. 10
Pokémon Platinum	Level up Kakuna to Lv. 10

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
10	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Focus Energy	Normal	Status	—	—	30	Self	—
16	Twineedle	Bug	Physical	25	100	20	Normal	—
19	Rage	Normal	Physical	20	100	20	Normal	○
22	Pursuit	Dark	Physical	40	100	20	Normal	○
25	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
28	Pin Missile	Bug	Physical	14	85	20	Normal	—
31	Agility	Psychic	Status	—	—	30	Self	—
34	Assurance	Dark	Physical	50	100	10	Normal	○
37	Poison Jab	Poison	Physical	80	100	20	Normal	○
40	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Endeavor	Normal	Physical	—	100	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 016 | Tiny Bird Pokémon
Pidgey

Normal | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 4.0 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold
It usually hides in tall grass. Because it dislikes fighting, it protects itself by kicking up sand.

Pokémon SoulSilver
Common in grassy areas and forests, it is very docile and will chase off enemies by flapping up sand.

EVOLUTION



ABILITIES
- Keen Eye
- Tangled Feet

EGG GROUP
Flying

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★☆☆ POWER ★★☆ SKILL ★★★☆ STAMINA ★★☆ JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Route 29 (morning and afternoon only)
Pokémon SoulSilver	Route 29 (morning and afternoon only)
Pokémon Diamond	Route 229 (mass outbreak)
Pokémon Pearl	Route 229 (mass outbreak)
Pokémon Platinum	Route 229

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
21	Twister	Dragon	Special	40	100	20	2 Foes	—
25	FeatherDance	Flying	Status	—	100	15	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
33	Wing Attack	Flying	Physical	60	100	35	Normal	○
37	Roost	Flying	Status	—	—	10	Self	—
41	Tailwind	Flying	Status	—	—	30	2 Allies	—
45	Mirror Move	Flying	Status	—	—	20	Depends	—
49	Air Slash	Flying	Special	75	95	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Faint Attack	Dark	Physical	60	—	20	Normal	○
Foresight	Normal	Status	—	—	40	Normal	—
Steel Wing	Steel	Physical	70	90	25	Normal	○
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Air Slash	Flying	Special	75	95	20	Normal	—
Brave Bird	Flying	Physical	120	100	15	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—

To Contents

No. 017 Bird Pokémon
Pidgeotto

Normal | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'07"
- WEIGHT: 66.1 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Keen Eye
- Tangled Feet

EGG GROUP
Flying

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★☆ STAMINA ★★☆☆☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Route 43 (morning and afternoon only)
Pokémon SoulSilver	Route 43 (morning and afternoon only)
Pokémon Diamond	Level up Pidgey to Lv. 18
Pokémon Pearl	Level up Pidgey to Lv. 18
Pokémon Platinum	Level up Pidgey to Lv. 18

Pokémon HeartGold
It has outstanding vision. However high it flies, it is able to distinguish the movements of its prey.

Pokémon SoulSilver
It renders its prey immobile using well-developed claws, then carries the prey more than 60 miles to its nest.

EVOLUTION



Pidgey → Lv. 18 → Pidgeotto → Lv. 36 → Pidgeot

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Gust	Flying	Special	40	100	35	Normal	—
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
22	Twister	Dragon	Special	40	100	20	2 Foes	—
27	FeatherDance	Flying	Status	—	100	15	Normal	—
32	Agility	Psychic	Status	—	—	30	Self	—
37	Wing Attack	Flying	Physical	60	100	35	Normal	○
42	Roost	Flying	Status	—	—	10	Self	—
47	Tailwind	Flying	Status	—	—	30	2 Allies	—
52	Mirror Move	Flying	Status	—	—	20	Depends	—
57	Air Slash	Flying	Special	75	95	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

No. 018 Bird Pokémon
Pidgeot

Normal | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'11"
- WEIGHT: 87.1 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Keen Eye
- Tangled Feet

EGG GROUP
Flying

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆☆ SKILL ★★☆ STAMINA ★★★☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Pidgeotto to Lv. 36
Pokémon SoulSilver	Level up Pidgeotto to Lv. 36
Pokémon Diamond	Level up Pidgeotto to Lv. 36
Pokémon Pearl	Level up Pidgeotto to Lv. 36
Pokémon Platinum	Level up Pidgeotto to Lv. 36

Pokémon HeartGold
Its well-developed chest muscles make it strong enough to whip up a gusty windstorm with just a few flaps.

Pokémon SoulSilver
It spreads its beautiful wings wide to frighten its enemies. It can fly at Mach 2 speed.

EVOLUTION



Pidgey → Lv. 18 → Pidgeotto → Lv. 36 → Pidgeot

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Gust	Flying	Special	40	100	35	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Whirlwind	Normal	Status	—	100	20	Normal	—
22	Twister	Dragon	Special	40	100	20	2 Foes	—
27	FeatherDance	Flying	Status	—	100	15	Normal	—
32	Agility	Psychic	Status	—	—	30	Self	—
38	Wing Attack	Flying	Physical	60	100	35	Normal	○
44	Roost	Flying	Status	—	—	10	Self	—
50	Tailwind	Flying	Status	—	—	30	2 Allies	—
56	Mirror Move	Flying	Status	—	—	20	Depends	—
62	Air Slash	Flying	Special	75	95	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

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NATIONAL POKÉDEX

No. 019 | Mouse Pokémon
Rattata

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 7.7 lbs.
● ITEMS: Chilan Berry



● MALE FORM
Longer whiskers
● FEMALE FORM
Shorter whiskers
● POKÉWALKER

ABILITIES
● Run Away
● Guts

EGG GROUP
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★★
POWER ★☆☆
SKILL ★★★
STAMINA ★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 29
Pokémon SoulSilver	Route 29
Pokémon Diamond	Route 225
Pokémon Pearl	Route 225
Pokémon Platinum	Route 225

Pokémon HeartGold
It eats anything. Wherever food is available, it will settle down and produce offspring continuously.

Pokémon SoulSilver
Living wherever there is food available, it ceaselessly scavenges for edibles the entire day.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
22	Crunch	Dark	Physical	80	100	15	Normal	○
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Super Fang	Normal	Physical	—	90	10	Normal	○
31	Double-Edge	Normal	Physical	120	100	15	Normal	○
34	Endeavor	Normal	Physical	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

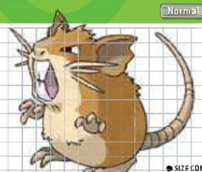
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Screech	Normal	Status	—	85	40	Normal	—
Flame Wheel	Fire	Physical	60	100	25	Normal	○
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Swagger	Normal	Status	—	90	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Me First	Normal	Status	—	—	20	Depends	—

019 RATTATA

No. 020 | Mouse Pokémon
Raticate

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'04"
● WEIGHT: 40.8 lbs.
● ITEMS: Chilan Berry



● MALE FORM
Longer whiskers
● FEMALE FORM
Shorter whiskers
● POKÉWALKER

ABILITIES
● Run Away
● Guts

EGG GROUP
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 38
Pokémon SoulSilver	Route 38
Pokémon Diamond	Route 225
Pokémon Pearl	Route 225
Pokémon Platinum	Route 225

Pokémon HeartGold
Gnaws on anything with its tough fangs. It can even topple concrete buildings by gnawing on them.

Pokémon SoulSilver
Its whiskers help it to maintain balance. Its fangs never stop growing, so it gnaws to pare them down.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Swords Dance	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Quick Attack	Normal	Physical	40	100	30	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
16	Hyper Fang	Normal	Physical	80	90	15	Normal	○
19	Sucker Punch	Dark	Physical	80	100	5	Normal	○
20	Scary Face	Normal	Status	—	90	10	Normal	—
24	Crunch	Dark	Physical	80	100	15	Normal	○
29	Assurance	Dark	Physical	50	100	10	Normal	○
34	Super Fang	Normal	Physical	—	90	10	Normal	○
39	Double-Edge	Normal	Physical	120	100	15	Normal	○
44	Endeavor	Normal	Physical	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

020 RATICATE

To Contents

No. 021 | Tiny Bird Pokémon
Spearow

Normal | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 4.4 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Keen Eye

EGG GROUP
Flying

STATS
HP ●
ATTACK ●●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★★☆☆
SKILL ★☆☆
STAMINA ★☆☆
JUMP ★★★☆☆

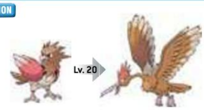
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 33 (morning and afternoon only)
Pokémon SoulSilver	Route 33 (morning and afternoon only)
Pokémon Diamond	Route 225
Pokémon Pearl	Route 225
Pokémon Platinum	Route 225

Pokémon HeartGold
It flaps its short wings to flush out insects from tall grass. It then plucks them with its stubby beak.

Pokémon SoulSilver
Very protective of its territory, it flaps its short wings busily to dart around at high speed.

EVOLUTION



Spearow → Fearow

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Aerial Ace	Flying	Physical	60	—	20	Normal	○
21	Mirror Move	Flying	Status	—	—	20	Depends	—
25	Agility	Psychic	Status	—	—	30	Self	—
29	Assurance	Dark	Physical	50	100	10	Normal	○
33	Roost	Flying	Status	—	—	10	Self	—
37	Drill Peck	Flying	Physical	80	100	20	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Tri Attack	Normal	Special	80	100	10	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
FeatherDance	Flying	Status	—	100	15	Normal	—

No. 022 | Beak Pokémon
Fearow

Normal | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 83.8 lbs.
- ITEMS: Sharp Beak

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Keen Eye

EGG GROUP
Flying

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★
POWER ★★★★☆
SKILL ★☆☆
STAMINA ★★☆
JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 47
Pokémon SoulSilver	Route 47
Pokémon Diamond	Route 225
Pokémon Pearl	Route 225
Pokémon Platinum	Route 225

Pokémon HeartGold
It shoots itself suddenly high into the sky, then plummets down in one fell swoop to strike its prey.

Pokémon SoulSilver
It cleverly uses its thin, long beak to pluck and eat small insects that hide under the ground.

EVOLUTION



Spearow → Fearow

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	○
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Fury Attack	Normal	Physical	15	85	20	Normal	○
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Aerial Ace	Flying	Physical	60	—	20	Normal	○
23	Mirror Move	Flying	Status	—	—	20	Depends	—
29	Agility	Psychic	Status	—	—	30	Self	—
35	Assurance	Dark	Physical	50	100	10	Normal	○
41	Roost	Flying	Status	—	—	10	Self	—
47	Drill Peck	Flying	Physical	80	100	20	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

To Contents

No. 023 | Snake Pokémon
Ekans

Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 6'07"
● WEIGHT: 15.2 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Intimidate
- Shed Skin

EGG GROUPS
- Field
- Dragon

STATS
- HP ●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆ POWER ★★★☆ SKILL ★★★ STAMINA ★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Goldenrod Game Corner prize (700 Coins)
Pokémon SoulSilver	Route 32
Pokémon Diamond	Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
It can freely detach its jaw to swallow large prey whole. It can become too heavy to move, however.

Pokémon SoulSilver
It always hides in grass. When first born, it has no poison, so its bite is painful, but harmless.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
4	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Bite	Dark	Physical	60	100	25	Normal	○
12	Glare	Normal	Status	—	75	30	Normal	—
17	Screech	Normal	Status	—	85	40	Normal	—
20	Acid	Poison	Special	40	100	30	2 Foes	—
25	Stockpile	Normal	Status	—	—	20	Self	—
25	Swallow	Normal	Status	—	—	10	Self	—
25	Spit Up	Normal	Special	—	100	10	Normal	—
28	Mud Bomb	Ground	Special	65	85	10	Normal	—
33	Gastro Acid	Poison	Status	—	100	10	Normal	—
36	Haze	Ice	Status	—	—	30	All	—
41	Gunk Shot	Poison	Physical	120	70	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Slam	Normal	Physical	80	75	20	Normal	○
Spite	Ghost	Status	—	100	10	Normal	—
Beat Up	Dark	Physical	10	100	10	Normal	—
Poison Fang	Poison	Physical	50	100	15	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Poison Tail	Poison	Physical	50	100	25	Normal	○
Disable	Normal	Status	—	80	20	Normal	—
Switcheroo	Dark	Status	—	100	10	Normal	—

No. 024 | Cobra Pokémon
Arbok

Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 11'06"
● WEIGHT: 143.3 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Intimidate
- Shed Skin

EGG GROUPS
- Field
- Dragon

STATS
- HP ●●
- ATTACK ●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★★☆ SKILL ★★★ STAMINA ★★☆☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Ekans to Lv. 22
Pokémon SoulSilver	Route 27
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Transfixing prey with the face-like pattern on its belly, it binds and poisons the frightened victim.

Pokémon SoulSilver
With a very vengeful nature, it won't give up the chase, no matter how far, once it targets its prey.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	○
4	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Bite	Dark	Physical	60	100	25	Normal	○
12	Glare	Normal	Status	—	75	30	Normal	—
17	Screech	Normal	Status	—	85	40	Normal	—
20	Acid	Poison	Special	40	100	30	2 Foes	—
22	Crunch	Dark	Physical	80	100	15	Normal	○
28	Stockpile	Normal	Status	—	—	20	Self	—
28	Swallow	Normal	Status	—	—	10	Self	—
28	Spit Up	Normal	Special	—	100	10	Normal	—
34	Mud Bomb	Ground	Special	65	85	10	Normal	—
42	Gastro Acid	Poison	Status	—	100	10	Normal	—
48	Haze	Ice	Status	—	—	30	All	—
56	Gunk Shot	Poison	Physical	120	70	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

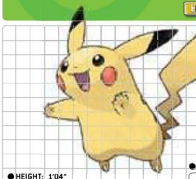
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

To Contents

No. 025 | Mouse Pokémon
Pikachu

Electric



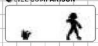
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 1'04"
● WEIGHT: 13.2 lbs.
● ITEMS: Oran Berry, Light Ball



● MALE FORM — Flat tail
● FEMALE FORM — Notched tail
● POKÉWALKER

ABILITY
● Static

EGG GROUPS
Field
Fairy

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Viridian Forest
Pokémon SoulSilver	Viridian Forest
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212

Pokémon HeartGold
This intelligent Pokémon roasts hard berries with electricity to make them tender enough to eat.

Pokémon SoulSilver
It raises its tail to check its surroundings. The tail is sometimes struck by lightning in this pose.

EVOLUTION



Pichu → Pikachu → Raichu

p. 284

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Thunder Wave	Electric	Status	—	100	20	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
18	Double Team	Normal	Status	—	—	15	Self	—
21	Slam	Normal	Physical	80	75	20	Normal	○
26	Thunderbolt	Electric	Special	95	100	15	Normal	—
29	Feint	Normal	Physical	50	100	10	Normal	—
34	Agility	Psychic	Status	—	—	30	Self	—
37	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
42	Light Screen	Psychic	Status	—	—	30	2 Allies	—
45	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 026 | Mouse Pokémon
Raichu

Electric



● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 2'07"
● WEIGHT: 66.1 lbs.
● ITEMS: None



● MALE FORM — Pointy tail end
● FEMALE FORM — Flat tail end
● POKÉWALKER

ABILITY
● Static

EGG GROUPS
Field
Fairy

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Use Thunderstone on Pikachu
Pokémon SoulSilver	Use Thunderstone on Pikachu
Pokémon Diamond	Use Thunderstone on Pikachu
Pokémon Pearl	Use Thunderstone on Pikachu
Pokémon Platinum	Use Thunderstone on Pikachu

Pokémon HeartGold
When its electricity builds, its muscles are stimulated, and it becomes more aggressive than usual.

Pokémon SoulSilver
If the electric pouches in its cheeks become fully charged, both ears will stand straight up.

EVOLUTION



Pichu → Pikachu → Raichu

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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Thunderbolt	Electric	Special	95	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 027 | Mouse Pokémon
Sandshrew

Ground



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 26.5 lbs.
- ITEMS: Quick Claw

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Sand Veil

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★ SKILL ★★★☆☆ STAMINA ★★☆ JUMP ★★☆

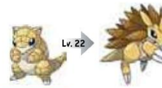
MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Union Cave 1F
Pokémon SoulSilver	Safari Zone (Desert Area)
Pokémon Diamond	Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
If it fell from a great height, this Pokémon could save itself by rolling into a ball and bouncing.

Pokémon SoulSilver
Disliking water, it lives in deep burrows in arid areas. It can roll itself instantly into a ball.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
3	Defense Curl	Normal	Status	—	—	40	Self	—
7	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Poison Sting	Poison	Physical	15	100	35	Normal	—
13	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Swift	Normal	Special	60	—	20	2 Foes	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Rollout	Rock	Physical	30	90	20	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
27	Sand Tomb	Ground	Physical	15	70	15	Normal	—
31	Slash	Normal	Physical	70	100	20	Normal	○
33	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Sandstorm	Rock	Status	—	—	10	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Safeguard	Normal	Status	—	—	25	2 Allies	—
Counter	Fighting	Physical	—	100	20	Self	○
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Metal Claw	Steel	Physical	50	95	35	Normal	○
Swords Dance	Normal	Status	—	—	30	Self	—
Crush Claw	Normal	Physical	75	95	10	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	—

No. 028 | Mouse Pokémon
Sandslash

Ground



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 65.0 lbs.
- ITEMS: Quick Claw

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Sand Veil

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★★☆ SKILL ★★★★☆ STAMINA ★★★ JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Desert Area)
Pokémon SoulSilver	Safari Zone (Desert Area)
Pokémon Diamond	Route 228 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 228 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 228 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
In an attempt to hide itself, it will run around at top speed to kick up a blinding dust storm.

Pokémon SoulSilver
If it digs at an incredible pace, it may snap off its spikes and claws. They grow back in a day.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
3	Defense Curl	Normal	Status	—	—	40	Self	—
7	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Poison Sting	Poison	Physical	15	100	35	Normal	—
13	Rapid Spin	Normal	Physical	20	100	40	Normal	○
15	Swift	Normal	Special	60	—	20	2 Foes	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Rollout	Rock	Physical	30	90	20	Normal	○
22	Crush Claw	Normal	Physical	75	95	10	Normal	○
28	Fury Cutter	Bug	Physical	10	95	20	Normal	○
33	Sand Tomb	Ground	Physical	15	70	15	Normal	—
40	Slash	Normal	Physical	70	100	20	Normal	○
45	Gyro Ball	Steel	Physical	—	100	5	Normal	○
52	Sandstorm	Rock	Status	—	—	10	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 029 | Poison Pin Pokémon
Nidoran♀

Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 15.4 lbs.
- ITEMS: None
- FEMALE FORM
- POKÉWALKER

ABILITIES
- Poison Point
- Rivalry

EGG GROUPS
- Monster
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★★☆ STAMINA ★★★ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 35
Pokémon SoulSilver	Route 35
Pokémon Diamond	Route 201 [use Poké Radar]
Pokémon Pearl	Route 201 [occasionally appears when you use Poké Radar]
Pokémon Platinum	Route 201 [use Poké Radar]

Pokémon HeartGold: The poison hidden in its small horn is extremely potent. Even a tiny scratch can have fatal results.

Pokémon SoulSilver: Although not very combative, it will torment its foes with poison spikes if it is threatened in any way.

EVOLUTION



Nidoran♀ → Lv. 16 → Nidorina → Use Moon Stone → Nidoqueen

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Bite	Dark	Physical	60	100	25	Normal	○
25	Helping Hand	Normal	Status	—	—	20	1 Ally	—
31	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
33	Flatter	Dark	Status	—	100	15	Normal	—
37	Crunch	Dark	Physical	80	100	15	Normal	○
43	Captivate	Normal	Status	—	100	20	2 Foes	—
45	Poison Fang	Poison	Physical	50	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Supersonic	Normal	Status	—	55	20	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
Take Down	Normal	Physical	90	85	20	Normal	○
Focus Energy	Normal	Status	—	—	30	Self	—
Charm	Normal	Status	—	100	20	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Skull Bash	Normal	Physical	100	100	15	Normal	○

No. 030 | Poison Pin Pokémon
Nidorina

Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'07"
- WEIGHT: 44.1 lbs.
- ITEMS: None
- FEMALE FORM
- POKÉWALKER

ABILITIES
- Poison Point
- Rivalry

EGG GROUP
No Egg has ever been discovered

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★☆ STAMINA ★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 13
Pokémon SoulSilver	Route 13
Pokémon Diamond	Route 221 [use Poké Radar]
Pokémon Pearl	Route 221 [occasionally appears when you use Poké Radar]
Pokémon Platinum	Valor Lakefront [use Poké Radar]

Pokémon HeartGold: When feeding its young, it first chews the food into a paste, then spits it out for the offspring.

Pokémon SoulSilver: It has a calm and caring nature. Because its horn grows slowly, it prefers not to fight.

EVOLUTION



Nidoran♀ → Lv. 16 → Nidorina → Use Moon Stone → Nidoqueen

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
23	Bite	Dark	Physical	60	100	25	Normal	○
28	Helping Hand	Normal	Status	—	—	20	1 Ally	—
35	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
38	Flatter	Dark	Status	—	100	15	Normal	—
43	Crunch	Dark	Physical	80	100	15	Normal	○
50	Captivate	Normal	Status	—	100	20	2 Foes	—
58	Poison Fang	Poison	Physical	50	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 031 | Drill Pokémon
Nidoqueen

Poison | Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'03"
● WEIGHT: 132.3 lbs.
● ITEMS: None

● FEMALE FORM
● POKÉWALKER

ABILITIES
- Poison Point
- Rivalry

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Use Moon Stone on Nidorina
Pokémon SoulSilver	Use Moon Stone on Nidorina
Pokémon Diamond	Use Moon Stone on Nidorina
Pokémon Pearl	Use Moon Stone on Nidorina
Pokémon Platinum	Use Moon Stone on Nidorina

Pokémon HeartGold
Its body is covered with needle-like scales. It never shows signs of shrinking from any attack.

Pokémon SoulSilver
It uses its scaly, rugged body to seal the entrance of its nest and protect its young from predators.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Double Kick	Fighting	Physical	30	100	30	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
23	Body Slam	Normal	Physical	85	100	15	Normal	○
43	Earth Power	Ground	Special	90	100	10	Normal	—
58	Superpower	Fighting	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 032 | Poison Point Pokémon
Nidoran♂

Poison



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 19.8 lbs.
● ITEMS: None

● MALE FORM
● POKÉWALKER

ABILITIES
- Poison Point
- Rivalry

EGG GROUPS
Monster
Field

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★☆
STAMINA ★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 35
Pokémon SoulSilver	Route 35
Pokémon Diamond	Route 201 (occasionally appears when you use Poké Radar)
Pokémon Pearl	Route 201 (use Poké Radar)
Pokémon Platinum	Route 201 (use Poké Radar)

Pokémon HeartGold
It is small, but its horn is filled with poison. It charges then stabs with the horn to inject poison.

Pokémon SoulSilver
It raises its big ears to check its surroundings. It will strike first if it senses any danger.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
19	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Horn Attack	Normal	Physical	65	100	25	Normal	○
25	Helping Hand	Normal	Status	—	—	20	1 Ally	—
31	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
33	Flatter	Dark	Status	—	100	15	Normal	—
37	Poison Jab	Poison	Physical	80	100	20	Normal	○
43	Captivate	Normal	Status	—	100	20	2 Foes	—
45	Horn Drill	Normal	Physical	—	30	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Disable	Normal	Status	—	80	20	Normal	—
Supersonic	Normal	Status	—	55	20	Normal	—
Take Down	Normal	Physical	90	85	20	Normal	○
Amnesia	Psychic	Status	—	—	20	Self	—
Confusion	Psychic	Special	50	100	25	Normal	—
Beat Up	Dark	Physical	10	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Head Smash	Rock	Physical	150	80	5	Normal	○

To Contents

No. 033 | Poison Pin Pokémon
Nidorino

Poison



● WALKING
● FOOTPRINT
● SIZE COMPARISON
● HEIGHT: 2'11"
● WEIGHT: 43.0 lbs.
● ITEMS: None
● MALE FORM
● POKÉWALKER

ABILITIES
- Poison Point
- Rivalry

EGG GROUPS
- Monster
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★☆ STAMINA ★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 13
Pokémon SoulSilver	Route 13
Pokémon Diamond	Route 221 (occasionally appears when you use Poké Radar)
Pokémon Pearl	Route 221 (use Poké Radar)
Pokémon Platinum	Valor Lakefront (use Poké Radar)

Pokémon HeartGold: It raises its big ears to check its surroundings. If it senses anything, it attacks immediately.

Pokémon SoulSilver: Quick to anger, it stabs enemies with its horn to inject a powerful poison when it becomes agitated.

EVOLUTION



Nidoran♂ → Lv. 16 → Nidorino → Use Moon Stone → Nidoking

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
7	Focus Energy	Normal	Status	—	—	30	Self	—
9	Double Kick	Fighting	Physical	30	100	30	Normal	○
13	Poison Sting	Poison	Physical	15	100	35	Normal	—
20	Fury Attack	Normal	Physical	15	85	20	Normal	○
23	Horn Attack	Normal	Physical	65	100	25	Normal	○
28	Helping Hand	Normal	Status	—	—	20	1 Ally	—
35	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
38	Flatter	Dark	Status	—	100	15	Normal	—
43	Poison Jab	Poison	Physical	80	100	20	Normal	○
50	Captivate	Normal	Status	—	100	20	2 Foes	—
58	Horn Drill	Normal	Physical	—	30	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 034 | Drill Pokémon
Nidoking

Poison Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON
● HEIGHT: 4'07"
● WEIGHT: 136.7 lbs.
● ITEMS: None
● MALE FORM
● POKÉWALKER

ABILITIES
- Poison Point
- Rivalry

EGG GROUPS
- Monster
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★★★★ SKILL ★★★ STAMINA ★★★☆ JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Moon Stone on Nidorino
Pokémon SoulSilver	Use Moon Stone on Nidorino
Pokémon Diamond	Use Moon Stone on Nidorino
Pokémon Pearl	Use Moon Stone on Nidorino
Pokémon Platinum	Use Moon Stone on Nidorino

Pokémon HeartGold: It swings its big tail around during battle. If its foe flinches, it will charge with its sturdy body.

Pokémon SoulSilver: Its tail is thick and powerful. If it binds an enemy, it can render the victim helpless quite easily.

EVOLUTION



Nidoran♂ → Lv. 16 → Nidorino → Use Moon Stone → Nidoking

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Double Kick	Fighting	Physical	30	100	30	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 Random	○
43	Earth Power	Ground	Special	90	100	10	Normal	—
58	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

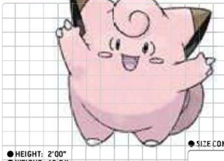
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 035 | Fairy Pokémon
Clefairy

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 16.5 lbs.
● ITEMS: Leppa Berry, Moon Stone

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Cute Charm
- Magic Guard

EGG GROUP
Fairy

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★☆ POWER ★☆☆ SKILL ★★★☆☆ STAMINA ★★☆☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Mt. Moon
Pokémon SoulSilver	Mt. Moon
Pokémon Diamond	Mt. Coronet 2F, 3F
Pokémon Pearl	Mt. Coronet 2F, 3F
Pokémon Platinum	Mt. Coronet (morning and night only)

Pokémon HeartGold
The moonlight that it stores in the wings on its back apparently gives it the ability to float in midair.

Pokémon SoulSilver
Its adorable behavior and cry make it highly popular. However, this cute Pokémon is rarely found.

EVOLUTION



Cleffa → Clefairy → Clefable
p. 285

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
4	Encore	Normal	Status	—	100	5	Normal	—
7	Sing	Normal	Status	—	55	15	Normal	—
10	DoubleSlap	Normal	Physical	15	85	10	Normal	○
13	Defense Curl	Normal	Status	—	—	40	Self	—
16	Follow Me	Normal	Status	—	—	20	Self	—
19	Minimize	Normal	Status	—	—	20	Self	—
22	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
25	Cosmic Power	Psychic	Status	—	—	20	Self	—
28	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
31	Metronome	Normal	Status	—	—	10	Depends	—
34	Gravity	Psychic	Status	—	—	5	All	—
37	Moonlight	Normal	Status	—	—	5	Self	—
40	Light Screen	Psychic	Status	—	—	30	2 Allies	—
43	Meteor Mash	Steel	Physical	100	85	10	Normal	○
46	Healing Wish	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 036 | Fairy Pokémon
Clefable

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'03"
● WEIGHT: 88.2 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Cute Charm
- Magic Guard

EGG GROUP
Fairy

STATS
HP ●●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★ POWER ★★★ SKILL ★★★★☆ STAMINA ★★★☆☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Use Moon Stone on Clefairy
Pokémon SoulSilver	Use Moon Stone on Clefairy
Pokémon Diamond	Use Moon Stone on Clefairy
Pokémon Pearl	Use Moon Stone on Clefairy
Pokémon Platinum	Use Moon Stone on Clefairy

Pokémon HeartGold
With its acute hearing, it can pick up sounds from far away. It usually hides in quiet places.

Pokémon SoulSilver
Its very sensitive ears let it distinguish distant sounds. As a result, it prefers quiet places.

EVOLUTION



Cleffa → Clefairy → Clefable
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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Minimize	Normal	Status	—	—	20	Self	—
1	Metronome	Normal	Status	—	—	10	Depends	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 037 | Fox Pokémon
Vulpix

Fire



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 21.8 lbs.
● ITEMS: Rawst Berry

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Flash Fire

EGG GROUP
Field

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★★

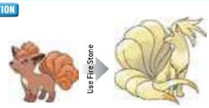
MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	—
Pokémon SoulSilver	Route 36
Pokémon Diamond	Route 209 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 209 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 209 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
As it develops, its single white tail gains color and splits into six. It is quite warm and cuddly.

Pokémon SoulSilver
If it is attacked by an enemy that is stronger than itself, it feigns injury to fool the enemy and escapes.

EVOLUTION



Vulpix → Ninetales

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ember	Fire	Special	40	100	25	Normal	—
4	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Roar	Normal	Status	—	100	20	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
14	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
21	Imprison	Psychic	Status	—	—	10	Self	—
24	Flamethrower	Fire	Special	95	100	15	Normal	—
27	Safeguard	Normal	Status	—	—	25	2 Allies	—
31	Payback	Dark	Physical	50	100	10	Normal	○
34	Fire Spin	Fire	Special	15	70	15	Normal	—
37	Captivate	Normal	Status	—	100	20	2 Foes	—
41	Grudge	Ghost	Status	—	—	5	Self	—
44	Extrasensory	Psychic	Special	80	100	30	Normal	—
47	Fire Blast	Fire	Special	120	85	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
Hypnosis	Psychic	Status	—	60	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Spite	Ghost	Status	—	100	10	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
Howl	Normal	Status	—	—	40	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Extrasensory	Psychic	Special	80	100	30	Normal	—
Energy Ball	Grass	Special	80	100	10	Normal	—
Power Swap	Psychic	Status	—	—	10	Normal	—

No. 038 | Fox Pokémon
Ninetales

Fire



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 43.9 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Flash Fire

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★

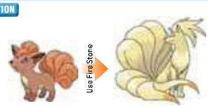
MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	—
Pokémon SoulSilver	Use Fire Stone on Vulpix
Pokémon Diamond	Use Fire Stone on Vulpix
Pokémon Pearl	Use Fire Stone on Vulpix
Pokémon Platinum	Use Fire Stone on Vulpix

Pokémon HeartGold
Some legends claim that each of its nine tails has its own unique type of special mystical power.

Pokémon SoulSilver
Its nine beautiful tails are filled with a wondrous energy that could keep it alive for 1,000 years.

EVOLUTION



Vulpix → Ninetales

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Nasty Plot	Dark	Status	—	—	20	Self	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
1	Safeguard	Normal	Status	—	—	25	2 Allies	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 039 | Balloon Pokémon
Jigglypuff

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 12.1 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Cute Charm

EGG GROUP
Fairy

STATS
HP ●●●●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★★★☆☆ POWER ★★☆ SKILL ★★☆☆ STAMINA ★★★☆☆ JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 3 (morning and night only)
Pokémon SoulSilver	Route 3 (morning and night only)
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
If it inflates to sing a lullaby, it can perform longer and cause sure drowsiness in its audience.

Pokémon SoulSilver
Looking into its cute, round eyes causes it to sing a relaxing melody, inducing its enemies to sleep.

EVOLUTION



Igglybuff — Jigglypuff — Wigglytuff

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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Pound	Normal	Physical	40	100	35	Normal	○
13	Disable	Normal	Status	—	80	20	Normal	—
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	DoubleSlap	Normal	Physical	15	85	10	Normal	○
25	Rest	Psychic	Status	—	—	10	Self	—
29	Body Slam	Normal	Physical	85	100	15	Normal	○
33	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
41	Mimic	Normal	Status	—	—	10	Normal	—
45	Hyper Voice	Normal	Special	90	100	10	2 Foes	—
49	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

No. 040 | Balloon Pokémon
Wigglytuff

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 26.5 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Cute Charm

EGG GROUP
Fairy

STATS
HP ●●●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Use Moon Stone on Jigglypuff
Pokémon SoulSilver	Use Moon Stone on Jigglypuff
Pokémon Diamond	Use Moon Stone on Jigglypuff
Pokémon Pearl	Use Moon Stone on Jigglypuff
Pokémon Platinum	Use Moon Stone on Jigglypuff

Pokémon HeartGold
Their fur feels so good that if two of them snuggle together, they won't want to be separated.

Pokémon SoulSilver
It has a very fine fur. Take care not to make it angry, or it may inflate steadily and hit with a body slam.

EVOLUTION



Igglybuff — Jigglypuff — Wigglytuff

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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

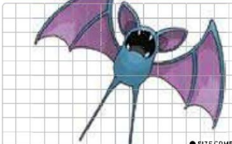
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

To Contents

No. 041 | Bat Pokémon
Zubat

Poison | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON



- HEIGHT: 2'07"
- WEIGHT: 16.5 lbs.
- ITEMS: None



- MALE FORM — Bigger fangs
- FEMALE FORM — Smaller fangs
- POKÉWALKER

ABILITY
- Inner Focus

EGG GROUP
Flying

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★☆☆ SKILL ★☆☆☆ STAMINA ★☆☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 32 (morning and night only)
Pokémon SoulSilver	Route 32 (morning and night only)
Pokémon Diamond	Oreburgh Gate 1F
Pokémon Pearl	Oreburgh Gate 1F
Pokémon Platinum	Oreburgh Gate 1F

Pokémon HeartGold
While flying, it constantly emits ultrasonic waves from its mouth to check its surroundings.

Pokémon SoulSilver
Capable of flying safely in dark places, it emits ultrasonic cries to check for any obstacles.

EVOLUTION



Zubat → Golbat → Crobat p. 283

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leech Life	Bug	Physical	20	100	15	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
25	Air Cutter	Flying	Special	55	95	25	2 Foes	—
29	Mean Look	Normal	Status	—	—	5	Normal	—
33	Poison Fang	Poison	Physical	50	100	15	Normal	○
37	Haze	Ice	Status	—	—	30	All	—
41	Air Slash	Flying	Special	75	95	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

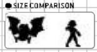
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Quick Attack	Normal	Physical	40	100	30	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Faint Attack	Dark	Physical	60	—	20	Normal	○
Gust	Flying	Special	40	100	35	Normal	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Brave Bird	Flying	Physical	120	100	15	Normal	○

No. 042 | Bat Pokémon
Golbat

Poison | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON



- HEIGHT: 5'03"
- WEIGHT: 121.3 lbs.
- ITEMS: None



- MALE FORM — Bigger fangs
- FEMALE FORM — Smaller fangs
- POKÉWALKER

ABILITY
- Inner Focus

EGG GROUP
Flying

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★☆☆ STAMINA ★★★☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Union Cave B2F
Pokémon SoulSilver	Union Cave B2F
Pokémon Diamond	Lost Tower 5F
Pokémon Pearl	Lost Tower 5F
Pokémon Platinum	Lost Tower 5F

Pokémon HeartGold
However hard its victim's hide may be, it punctures with sharp fangs and gorges itself with blood.

Pokémon SoulSilver
It can drink more than 10 ounces of blood at once. If it has too much, it gets heavy and flies clumsily.

EVOLUTION



Zubat → Golbat → Crobat p. 283

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Screech	Normal	Status	—	85	40	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Air Cutter	Flying	Special	55	95	25	2 Foes	—
33	Mean Look	Normal	Status	—	—	5	Normal	—
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Haze	Ice	Status	—	—	30	All	—
51	Air Slash	Flying	Special	75	95	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

To Contents

No. 043 | Weed Pokémon
Oddish

Grass | Poison



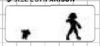
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 1'08"
● WEIGHT: 11.9 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Chlorophyll

EGG GROUP
Grass

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★★☆☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Ilex Forest (night only)
Pokémon SoulSilver	Ilex Forest (night only)
Pokémon Diamond	Route 229
Pokémon Pearl	Route 229
Pokémon Platinum	Route 224 (night only)

Pokémon HeartGold
Awakened by moonlight, it roams actively at night. In the day, it stays quietly underground.

Pokémon SoulSilver
If exposed to moonlight, it starts to move. It roams far and wide at night to scatter its seeds.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
5	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
9	Acid	Poison	Special	40	100	30	2 Foes	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
15	Stun Spore	Grass	Status	—	75	30	Normal	—
17	Sleep Powder	Grass	Status	—	75	15	Normal	—
21	Mega Drain	Grass	Special	40	100	15	Normal	—
25	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
29	Natural Gift	Normal	Physical	—	100	15	Normal	—
33	Moonlight	Normal	Status	—	—	5	Self	—
37	Giga Drain	Grass	Special	60	100	10	Normal	—
41	Petal Dance	Grass	Special	90	100	20	1 Random	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

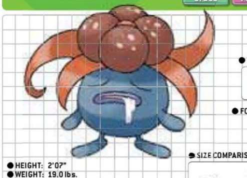
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Swords Dance	Normal	Status	—	—	30	Self	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Flail	Normal	Physical	—	100	15	Normal	○
Synthesis	Grass	Status	—	—	5	Self	—
Charm	Normal	Status	—	100	20	Normal	—
Ingrain	Grass	Status	—	—	20	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—

No. 044 | Weed Pokémon
Gloom

Grass | Poison



● WALKING



● FOOTPRINT



● SIZE COMPARISON



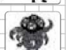
● HEIGHT: 2'07"
● WEIGHT: 19.0 lbs.
● ITEMS: None



● MALE FORM
Smaller spots on petals



● FEMALE FORM
Larger spots on petals



● POKÉWALKER

ABILITY
● Chlorophyll

EGG GROUP
Grass

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆☆
POWER ★☆☆
SKILL ★★☆☆
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 48
Pokémon SoulSilver	Route 48
Pokémon Diamond	Route 229
Pokémon Pearl	Route 229
Pokémon Platinum	Route 224

Pokémon HeartGold
What appears to be drool is actually sweet honey. It is very sticky and clings stubbornly if touched.

Pokémon SoulSilver
It secretes a sticky, drool-like honey. Although sweet, it smells too repulsive to get very close.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Acid	Poison	Special	40	100	30	2 Foes	—
5	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
9	Acid	Poison	Special	40	100	30	2 Foes	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
15	Stun Spore	Grass	Status	—	75	30	Normal	—
17	Sleep Powder	Grass	Status	—	75	15	Normal	—
23	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
35	Natural Gift	Normal	Physical	—	100	15	Normal	—
41	Moonlight	Normal	Status	—	—	5	Self	—
47	Giga Drain	Grass	Special	60	100	10	Normal	—
53	Petal Dance	Grass	Special	90	100	20	1 Random	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

To Contents

No. 045 | Flower Pokémon
Vileplume

Grass | Poison



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 41.0 lbs.
● ITEMS: None



● MALE FORM
Smaller spots on petals
● FEMALE FORM
Larger spots on petals
● POKÉWALKER

ABILITY
● Chlorophyll

EGG GROUP
Grass

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★★
POWER ★★★
SKILL ★★★
STAMINA ★★★★★
JUMP ★★☆

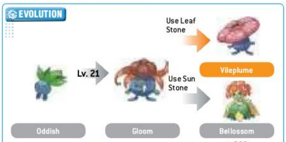
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Leaf Stone on Gloom
Pokémon SoulSilver	Use Leaf Stone on Gloom
Pokémon Diamond	Use Leaf Stone on Gloom
Pokémon Pearl	Use Leaf Stone on Gloom
Pokémon Platinum	Use Leaf Stone on Gloom

Pokémon HeartGold
It has the world's largest petals. With every step, the petals shake out heavy clouds of toxic pollen.

Pokémon SoulSilver
The bud bursts into bloom with a bang. It then starts scattering allergenic, poisonous pollen.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Aromatherapy	Grass	Status	—	—	5	All Allies	—
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
53	Petal Dance	Grass	Special	90	100	20	1 Random	○
65	SolarBeam	Grass	Special	120	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

No. 046 | Mushroom Pokémon
Paras

Bug | Grass



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 11.9 lbs.
● ITEMS: TinyMushroom
Big Mushroom



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
● Effect Spore
● Dry Skin

EGG GROUPS
Bug
Grass

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★☆☆☆
POWER ★☆☆
SKILL ★★★☆
STAMINA ★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Ilex Forest
Pokémon SoulSilver	Ilex Forest
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

Pokémon HeartGold
It is doused with mushroom spores when it is born. As its body grows, mushrooms sprout from its back.

Pokémon SoulSilver
As its body grows, large mushrooms named tochukaso start sprouting out of its back.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
6	Stun Spore	Grass	Status	—	75	30	Normal	—
6	PoisonPowder	Poison	Status	—	75	35	Normal	—
11	Leech Life	Bug	Physical	20	100	15	Normal	○
17	Spore	Grass	Status	—	100	15	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
27	Growth	Normal	Status	—	—	40	Self	—
33	Giga Drain	Grass	Special	60	100	10	Normal	—
38	Aromatherapy	Grass	Status	—	—	5	All Allies	—
43	X-Scissor	Bug	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

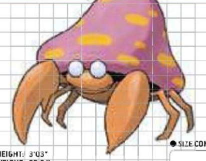
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
False Swipe	Normal	Physical	40	100	40	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Psybeam	Psychic	Special	65	100	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Sweet Scent	Normal	Status	—	100	20	2 Foes	—
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Cross Poison	Poison	Physical	70	100	20	Normal	○
Agility	Psychic	Status	—	—	30	Self	—

To Contents

No. 047 | Mushroom Pokémon
Parasect

Bug | Grass



- WALKING

- FOOTPRINT

- SIZE COMPARISON


- HEIGHT: 3'03"
- WEIGHT: 65.0 lbs.
- ITEMS: TinyMushroom, Big Mushroom



- MALE/FEMALE HAVE SAME FORM



- POKÉWALKER

Pokémon HeartGold: It stays mostly in dark, damp places, the preference not of the bug, but of the big mushroom on its back.

Pokémon SoulSilver: The larger the mushroom on its back grows, the stronger the mushroom spores it scatters.

EVOLUTION



ABILITIES
- Effect Spore
- Dry Skin

EGG GROUPS
- Bug
- Grass

STATS
- HP ●●
- ATTACK ●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●

PERFORMANCE
SPEED ★☆☆ | POWER ★★☆☆ | SKILL ★★★☆ | STAMINA ★★★★★ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Cerulean Cave
Pokémon SoulSilver	Cerulean Cave
Pokémon Diamond	Level up Paras to Lv. 24
Pokémon Pearl	Level up Paras to Lv. 24
Pokémon Platinum	Level up Paras to Lv. 24

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Cross Poison	Poison	Physical	70	100	20	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	○
6	Stun Spore	Grass	Status	—	75	30	Normal	—
6	PoisonPowder	Poison	Status	—	75	35	Normal	—
11	Leech Life	Bug	Physical	20	100	15	Normal	○
17	Spore	Grass	Status	—	100	15	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
30	Growth	Normal	Status	—	—	40	Self	—
39	Giga Drain	Grass	Special	60	100	10	Normal	—
47	Aromatherapy	Grass	Status	—	—	5	All Allies	—
55	XScissor	Bug	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	XScissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○



047 PARASECT

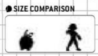
No. 048 | Insect Pokémon
Venonat

Bug | Poison



- WALKING

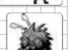
- FOOTPRINT

- SIZE COMPARISON


- HEIGHT: 3'03"
- WEIGHT: 66.1 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM



- POKÉWALKER

Pokémon HeartGold: Its eyes also function as radar units. It catches and eats small bugs that hide in darkness.

Pokémon SoulSilver: Poison oozes from all over its body. It catches and eats small bugs at night that are attracted by light.

EVOLUTION



ABILITIES
- Compoundeyes
- Tinted Lens

EGG GROUP
- Bug

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★★★☆ | POWER ★★☆ | SKILL ★★☆ | STAMINA ★★★☆ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Route 43 (morning and night only)
Pokémon SoulSilver	Route 43 (morning and night only)
Pokémon Diamond	Route 229 (occasionally appears when you use Poké Radar)
Pokémon Pearl	Route 229 (occasionally appears when you use Poké Radar)
Pokémon Platinum	Route 229 (occasionally appears when you use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Disable	Normal	Status	—	80	20	Normal	—
1	Foresight	Normal	Status	—	—	40	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
11	Confusion	Psychic	Special	50	100	25	Normal	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Leech Life	Bug	Physical	20	100	15	Normal	○
23	Stun Spore	Grass	Status	—	75	30	Normal	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Sleep Powder	Grass	Status	—	75	15	Normal	—
35	Signal Beam	Bug	Special	75	100	15	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
41	Poison Fang	Poison	Physical	50	100	15	Normal	○
47	Psychic	Psychic	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Baton Pass	Normal	Status	—	—	40	Self	—
Screech	Normal	Status	—	85	40	Normal	—
Giga Drain	Grass	Special	60	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Morning Sun	Normal	Status	—	—	5	Self	—
Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○

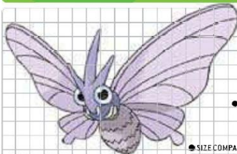


048 VENONAT

To Contents

No. 049 | Poison Moth Pokémon
Venomoth

Bug | Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'11"
- WEIGHT: 27.6 lbs.
- ITEMS: Shed Shell
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Shield Dust
- Tinted Lens

EGG GROUP
Bug

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★ | POWER ★★☆☆ | SKILL ★★★ | STAMINA ★☆☆ | JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 25 (night only)
Pokémon SoulSilver	Route 25 (night only)
Pokémon Diamond	Route 229 (use Poké Radar)
Pokémon Pearl	Route 229 (use Poké Radar)
Pokémon Platinum	Route 229 (use Poké Radar)

Pokémon HeartGold
When it attacks, it flaps its large wings violently to scatter its poisonous powder all around.

Pokémon SoulSilver
The powder on its wings is poisonous if it is dark in hue. If it is light in hue, it causes paralysis.

EVOLUTION



Venonat → Venomoth

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Silver Wind	Bug	Special	60	100	5	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Disable	Normal	Status	—	80	20	Normal	—
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
11	Confusion	Psychic	Special	50	100	25	Normal	—
13	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Leech Life	Bug	Physical	20	100	15	Normal	—
23	Stun Spore	Grass	Status	—	75	30	Normal	○
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Sleep Powder	Grass	Status	—	75	15	Normal	—
31	Gust	Flying	Special	40	100	35	Normal	—
37	Signal Beam	Bug	Special	75	100	15	Normal	—
41	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
47	Poison Fang	Poison	Physical	50	100	15	Normal	○
55	Psychic	Psychic	Special	90	100	10	Normal	—
59	Bug Buzz	Bug	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

No. 050 | Mole Pokémon
Diglett

Ground



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 0'08"
- WEIGHT: 1.8 lbs.
- ITEMS: Soft Sand
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Sand Veil
- Arena Trap

EGG GROUP
Field

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆ | POWER ★☆ | SKILL ★★★☆ | STAMINA ★★★☆ | JUMP ★

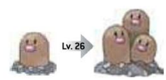
MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 48
Pokémon SoulSilver	Route 48
Pokémon Diamond	Route 228
Pokémon Pearl	Route 228
Pokémon Platinum	Route 228

Pokémon HeartGold
Its skin is very thin. If it is exposed to light, its blood heats up, causing it to grow weak.

Pokémon SoulSilver
If a DIGLETT digs through a field, it leaves the soil perfectly tilled and ideal for planting crops.

EVOLUTION



Diglett → Dugtrio

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
7	Astonish	Ghost	Physical	30	100	15	Normal	○
12	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
15	Mud-Slap	Ground	Special	20	100	10	Normal	—
18	Dig	Ground	Physical	80	100	10	Normal	○
23	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Earth Power	Ground	Special	90	100	10	Normal	—
29	Mud Bomb	Ground	Special	65	85	10	Normal	—
34	Slash	Normal	Physical	70	100	20	Normal	○
37	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
40	Fissure	Ground	Physical	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

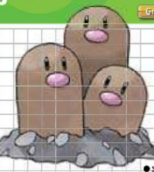
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Mud Bomb	Ground	Special	65	85	10	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Reversal	Fighting	Physical	—	100	15	Normal	○

To Contents

No. 051 | Mole Pokémon
Dugtrio

Ground



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 73.4 lbs.
- ITEMS: Soft Sand

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Sand Veil
- Arena Trap

EGG GROUP
Field

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	DIGLETT's Cave
Pokémon SoulSilver	DIGLETT's Cave
Pokémon Diamond	Route 228
Pokémon Pearl	Route 228
Pokémon Platinum	Route 228

Pokémon HeartGold
Its three heads bob separately up and down to loosen the soil nearby, making it easier for it to burrow.

Pokémon SoulSilver
Extremely powerful, they can dig through even the hardest ground to a depth of over 60 miles.

EVOLUTION



Diglett → Lv. 26 → Dugtrio

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Tri Attack	Normal	Special	80	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
7	Astonish	Ghost	Physical	30	100	15	Normal	○
12	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
15	Mud-Slap	Ground	Special	20	100	10	Normal	—
18	Dig	Ground	Physical	80	100	10	Normal	○
23	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Sand Tomb	Ground	Physical	15	70	15	Normal	—
28	Earth Power	Ground	Special	90	100	10	Normal	—
33	Mud Bomb	Ground	Special	65	85	10	Normal	—
40	Slash	Normal	Physical	70	100	20	Normal	—
45	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	○
50	Fissure	Ground	Physical	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 052 | Scratch Cat Pokémon
Meowth

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 9.3 lbs.
- ITEMS: Quick Claw

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Pickup
- Technician

EGG GROUP
Field

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★
POWER ★☆
SKILL ★★★★
STAMINA ★
JUMP ★★★☆

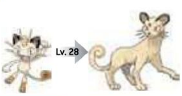
MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Route 38
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
It is fascinated by round objects. It can't stop playing with them until it tires and falls asleep.

Pokémon SoulSilver
It loves anything that shines. It especially adores coins that it picks up and secretly hoards.

EVOLUTION



Meowth → Lv. 28 → Persian

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Bite	Dark	Physical	60	100	25	Normal	○
9	Fake Out	Normal	Physical	40	100	10	Normal	○
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Screech	Normal	Status	—	85	40	Normal	—
22	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Taunt	Dark	Status	—	100	20	Normal	—
30	Pay Day	Normal	Physical	40	100	20	Normal	—
33	Slash	Normal	Physical	70	100	20	Normal	○
38	Nasty Plot	Dark	Status	—	—	20	Self	—
41	Assurance	Dark	Physical	50	100	10	Normal	○
46	Captivate	Normal	Status	—	100	20	2 Foes	—
49	Night Slash	Dark	Physical	70	100	15	Normal	○
54	Feint	Normal	Physical	50	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

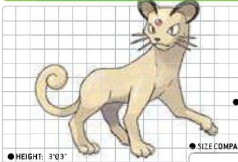
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Spite	Ghost	Status	—	100	10	Normal	—
Charm	Normal	Status	—	100	20	Normal	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Amnesia	Psychic	Status	—	—	20	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Assist	Normal	Status	—	—	20	Depends	—
Odor Sleuth	Normal	Status	—	—	40	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Last Resort	Normal	Physical	130	100	5	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Tail Whip	Normal	Status	—	100	30	2 Foes	—

To Contents

No. 053 | Classy Cat Pokémon
Persian

Normal



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 70.5 lbs.
- ITEMS: Quick Claw

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Limber
- Technician

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★★★☆☆ STAMINA ★ JUMP ★★★★

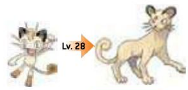
MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	—
Pokémon SoulSilver	Route 7
Pokémon Diamond	Level up Meowth to Lv. 28
Pokémon Pearl	Level up Meowth to Lv. 28
Pokémon Platinum	Level up Meowth to Lv. 28

Pokémon HeartGold: Many adore it for its sophisticated air. However, it will lash out and scratch for little reason.

Pokémon SoulSilver: Its lithe muscles allow it to walk without making a sound. It attacks in an instant.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Switcheroo	Dark	Status	—	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Fake Out	Normal	Physical	40	100	10	Normal	○
6	Bite	Dark	Physical	60	100	25	Normal	○
9	Fake Out	Normal	Physical	40	100	10	Normal	○
14	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Screech	Normal	Status	—	85	40	Normal	—
22	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Taunt	Dark	Status	—	100	20	Normal	—
32	Power Gem	Rock	Special	70	100	20	Normal	—
37	Slash	Normal	Physical	70	100	20	Normal	○
44	Nasty Plot	Dark	Status	—	—	20	Self	—
49	Assurance	Dark	Physical	50	100	10	Normal	○
56	Captivate	Normal	Status	—	100	20	2 Foes	—
61	Night Slash	Dark	Physical	70	100	15	Normal	○
68	Feint	Normal	Physical	50	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

No. 054 | Duck Pokémon
Psyduck

Water



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'07"
- WEIGHT: 43.2 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Damp
- Cloud Nine

EGG GROUPS
Water 1
Field

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆☆☆ POWER ★★☆☆☆ SKILL ★★☆☆☆ STAMINA ★★☆☆☆ JUMP ★★☆☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Ilex Forest (water surface)
Pokémon SoulSilver	Ilex Forest (water surface)
Pokémon Diamond	Oreburgh Gate B1F
Pokémon Pearl	Oreburgh Gate B1F
Pokémon Platinum	Oreburgh Gate1F

Pokémon HeartGold: It has mystical powers but doesn't recall that it has used them. That is why it always looks puzzled.

Pokémon SoulSilver: If its chronic headache peaks, it may exhibit odd powers. It seems unable to recall such an episode.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	—	15	All	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Water Gun	Water	Special	40	100	25	Normal	—
14	Disable	Normal	Status	—	80	20	Normal	—
18	Confusion	Psychic	Special	50	100	25	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
27	Fury Swipes	Normal	Physical	18	80	15	Normal	○
31	Screech	Normal	Status	—	85	40	Normal	—
35	Psych Up	Normal	Status	—	—	10	Normal	—
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
44	Amnesia	Psychic	Status	—	—	20	Self	—
48	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Hypnosis	Psychic	Status	—	60	20	Normal	—
Psybeam	Psychic	Special	65	100	20	Normal	—
Foresight	Normal	Status	—	—	40	Normal	—
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Psychic	Psychic	Special	90	100	10	Normal	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Refresh	Normal	Status	—	—	20	Self	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Mud Bomb	Ground	Special	65	85	10	Normal	—
Encore	Normal	Status	—	100	5	Normal	—

To Contents

No. 055 | Duck Pokémon
Golduck

Water



● WALKING

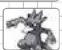
● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'07"
● WEIGHT: 168.9 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Damp
- Cloud Nine

EGG GROUPS
- Water 1
- Field

STATS
HP ●●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★ | POWER ★★★☆ | SKILL ★★☆ | STAMINA ★★★★ | JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold: Ilex Forest (water surface) or Safari Zone (Wetland Area: if Rock objects are placed, may appear in tall grass)

Pokémon SoulSilver: Ilex Forest (water surface) or Safari Zone (Wetland Area: if Rock objects are placed, may appear in tall grass)

Pokémon Diamond: Lake Verity (water surface)

Pokémon Pearl: Lake Verity (water surface)

Pokémon Platinum: Lake Verity (water surface)

Pokémon HeartGold: When it swims at full speed using its long, webbed limbs, its forehead somehow begins to glow.

Pokémon SoulSilver: It appears by waterways at dusk. It may use telekinetic powers if its forehead glows mysteriously.

EVOLUTION



Psyduck → Golduck

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Aqua Jet	Water	Physical	40	100	20	Normal	○
1	Water Sport	Water	Status	—	—	15	All	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Water Gun	Water	Special	40	100	25	Normal	—
14	Disable	Normal	Status	—	80	20	Normal	—
18	Confusion	Psychic	Special	50	100	25	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
27	Fury Swipes	Normal	Physical	18	80	15	Normal	○
31	Screech	Normal	Status	—	85	40	Normal	—
37	Psych Up	Normal	Status	—	—	10	Normal	—
44	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
50	Amnesia	Psychic	Status	—	—	20	Self	—
56	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	—
TM29	Psychic	Psychic	Special	90	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	○
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 056 | Pig Monkey Pokémon
Mankey

Fighting



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 61.7 lbs.
● ITEMS: Payapa Berry



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Vital Spirit
- Anger Point

EGG GROUP
- Field

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ | POWER ★★☆ | SKILL ★★★★☆ | STAMINA ★☆ | JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold: Route 42

Pokémon SoulSilver: —

Pokémon Diamond: Route 225 (occasionally appears when you use Poké Radar)

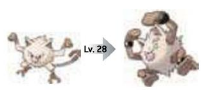
Pokémon Pearl: Route 225 (occasionally appears when you use Poké Radar)

Pokémon Platinum: Route 225 (occasionally appears when you use Poké Radar)

Pokémon HeartGold: It is extremely ill-tempered. Groups of them will attack any handy target for no reason.

Pokémon SoulSilver: It's unsafe to approach if it gets violently enraged for no reason and can't distinguish friends from foes.

EVOLUTION



Mankey → Primeape

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
9	Fury Swipes	Normal	Physical	18	80	15	Normal	○
13	Karate Chop	Fighting	Physical	50	100	25	Normal	○
17	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
21	Screech	Normal	Status	—	85	40	Normal	—
25	Assurance	Dark	Physical	50	100	10	Normal	○
33	Swagger	Normal	Status	—	90	15	Normal	—
37	Cross Chop	Fighting	Physical	100	80	5	Normal	○
41	Thrash	Normal	Physical	90	100	20	1 Random	○
45	Punishment	Dark	Physical	—	100	5	Normal	○
49	Close Combat	Fighting	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Foresight	Normal	Status	—	—	40	Normal	—
Meditate	Psychic	Status	—	—	40	Self	—
Counter	Fighting	Physical	—	100	20	Self	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Revenge	Fighting	Physical	60	100	10	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Encore	Normal	Status	—	100	5	Normal	—

To Contents

No. 057 | Pig Monkey Pokémon
Primeape

Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'03"
- WEIGHT: 70.5 lbs.
- ITEMS: Payapa Berry
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Vital Spirit
- Anger Point

EGG GROUP
Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★ · POWER ★★★★☆ · SKILL ★ · STAMINA ★★☆ · JUMP ★★☆

Pokémon HeartGold: If approached while asleep, it may awaken and angrily give chase in a groggy state of semi-sleep.

Pokémon SoulSilver: It becomes wildly furious if it even senses someone looking at it. It chases anyone that meets its glare.

EVOLUTION



MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Cerulean Cave
Pokémon SoulSilver	—
Pokémon Diamond	Route 225 (use Poké Radar)
Pokémon Pearl	Route 225 (use Poké Radar)
Pokémon Platinum	Route 225 (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fling	Dark	Physical	—	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
9	Fury Swipes	Normal	Physical	18	80	15	Normal	○
13	Karate Chop	Fighting	Physical	50	100	25	Normal	○
17	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
21	Screech	Normal	Status	—	85	40	Normal	—
25	Assurance	Dark	Physical	50	100	10	Normal	○
28	Rage	Normal	Physical	20	100	20	Normal	○
35	Swagger	Normal	Status	—	90	15	Normal	—
41	Cross Chop	Fighting	Physical	100	80	5	Normal	○
47	Thrash	Normal	Physical	90	100	20	1 Random	○
53	Punishment	Dark	Physical	—	100	5	Normal	○
59	Close Combat	Fighting	Physical	120	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 058 | Puppy Pokémon
Growlithe

Fire



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'04"
- WEIGHT: 41.9 lbs.
- ITEMS: Rawst Berry
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Intimidate
- Flash Fire

EGG GROUP
Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ · POWER ★★☆☆ · SKILL ★★★☆ · STAMINA ★★☆ · JUMP ★★★☆

Pokémon HeartGold: It has a brave and trustworthy nature. It fearlessly stands up to bigger and stronger foes.

Pokémon SoulSilver: Extremely loyal, it will fearlessly bark at any opponent to protect its own Trainer from harm.

EVOLUTION



MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 36
Pokémon SoulSilver	—
Pokémon Diamond	Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Roar	Normal	Status	—	100	20	Normal	—
6	Ember	Fire	Special	40	100	25	Normal	—
9	Leer	Normal	Status	—	100	30	2 Foes	—
14	Odor Sleuth	Normal	Status	—	—	40	Normal	—
17	Helping Hand	Normal	Status	—	—	20	1 Ally	—
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
25	Reversal	Fighting	Physical	—	100	15	Normal	○
28	Fire Fang	Fire	Physical	65	95	15	Normal	○
31	Take Down	Normal	Physical	90	85	20	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	—
39	Agility	Psychic	Status	—	—	30	Self	—
42	Crunch	Dark	Physical	80	100	15	Normal	○
45	Heat Wave	Fire	Special	100	90	10	2 Foes	—
48	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Body Slam	Normal	Physical	85	100	15	Normal	○
Safeguard	Normal	Status	—	—	25	2 Allies	—
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Fire Spin	Fire	Special	15	70	15	Normal	—
Howl	Normal	Status	—	—	40	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Morning Sun	Normal	Status	—	—	5	Self	—

To Contents

No. 059 | Legendary Pokémon
Arcanine

Fire



- HEIGHT: 6'03"
- WEIGHT: 341.7 lbs.
- ITEMS: None

ABILITIES
- Intimidate
- Flash Fire

EGG GROUP
Field

STATS
- HP ●●●●
- ATTACK ●●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★★★☆ SKILL ★☆ STAMINA ★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	Use Fire Stone on Growlithe
Pokémon SoulSilver	—
Pokémon Diamond	Use Fire Stone on Growlithe
Pokémon Pearl	Use Fire Stone on Growlithe
Pokémon Platinum	Use Fire Stone on Growlithe

Pokémon HeartGold
This legendary Chinese Pokémon is considered magnificent. Many people are enchanted by its grand mane.

Pokémon SoulSilver
Its magnificent bark conveys a sense of majesty. Anyone hearing it can't help but grovel before it.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Roar	Normal	Status	—	100	20	Normal	—
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
39	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 060 | Tadpole Pokémon
Poliwag

Water



- HEIGHT: 2'00"
- WEIGHT: 27.3 lbs.
- ITEMS: None

ABILITIES
- Water Absorb
- Damp

EGG GROUP
Water 1

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★☆ SKILL ★★☆ STAMINA ★★★☆☆ JUMP ★★☆☆

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	Route 30 (water surface)
Pokémon SoulSilver	Route 30 (water surface)
Pokémon Diamond	Route 227 (water surface)
Pokémon Pearl	Route 227 (water surface)
Pokémon Platinum	Route 227 (water surface)

Pokémon HeartGold
Because it is inept at walking on its newly grown legs, it always swims around in water.

Pokémon SoulSilver
The direction of its belly spiral differs by area. The equator is thought to have an effect on this.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	—	15	All	—
5	Bubble	Water	Special	20	100	30	2 Foes	—
8	Hypnosis	Psychic	Status	—	60	20	Normal	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Rain Dance	Water	Status	—	—	5	All	—
21	Body Slam	Normal	Physical	85	100	15	Normal	○
25	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Mud Shot	Ground	Special	55	95	15	Normal	—
31	Belly Drum	Normal	Status	—	—	10	Self	—
35	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
38	Hydro Pump	Water	Special	120	80	5	Normal	—
41	Mud Bomb	Ground	Special	65	85	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mist	Ice	Status	—	—	30	2 Allies	—
Splash	Normal	Status	—	—	40	Self	—
BubbleBeam	Water	Special	65	100	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Mind Reader	Normal	Status	—	—	5	Normal	—
Water Sport	Water	Status	—	—	15	All	—
Ice Ball	Ice	Physical	30	90	20	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Encore	Normal	Status	—	100	5	Normal	—

To Contents

No. 061 | Tadpole Pokémon
Poliwhirl

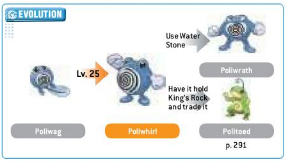
Water



Pokémon HeartGold: The swirl on its belly subtly undulates. Staring at it may gradually cause drowsiness.

Pokémon SoulSilver: The skin on most of its body is moist. However, the skin on its belly spiral feels smooth.

EVOLUTION



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- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'03"
- WEIGHT: 44.1 lbs.
- ITEMS: King's Rock
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Water Absorb
- Damp

EGG GROUP
Water 1

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 30 (water surface)
Pokémon SoulSilver	Route 30 (water surface)
Pokémon Diamond	Route 225 (water surface)
Pokémon Pearl	Route 225 (water surface)
Pokémon Platinum	Route 227 (water surface)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Sport	Water	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
5	Bubble	Water	Special	20	100	30	2 Foes	—
8	Hypnosis	Psychic	Status	—	60	20	Normal	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Rain Dance	Water	Status	—	—	5	All	—
21	Body Slam	Normal	Physical	85	100	15	Normal	○
27	BubbleBeam	Water	Special	65	100	20	Normal	—
32	Mud Shot	Ground	Special	55	95	15	Normal	—
37	Belly Drum	Normal	Status	—	—	10	Self	—
43	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
48	Hydro Pump	Water	Special	120	80	5	Normal	—
53	Mud Bomb	Ground	Special	65	85	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

No. 062 | Tadpole Pokémon
Poliwrath

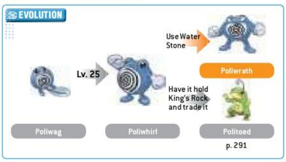
Water | Fighting



Pokémon HeartGold: This strong and skilled swimmer is even capable of crossing the Pacific Ocean just by kicking.

Pokémon SoulSilver: Although an energetic, skilled swimmer that uses all of its muscles, it lives on dry land.

EVOLUTION



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- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'03"
- WEIGHT: 119.0 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Water Absorb
- Damp

EGG GROUP
Water 1

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★☆ POWER ★★★★★ SKILL ★★★☆ STAMINA ★★★★☆ JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Use Water Stone on Poliwhirl
Pokémon SoulSilver	Use Water Stone on Poliwhirl
Pokémon Diamond	Use Water Stone on Poliwhirl
Pokémon Pearl	Use Water Stone on Poliwhirl
Pokémon Platinum	Use Water Stone on Poliwhirl

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	BubbleBeam	Water	Special	65	100	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Submission	Fighting	Physical	80	80	25	Normal	○
43	DynamicPunch	Fighting	Physical	100	50	5	Normal	○
53	Mind Reader	Normal	Status	—	—	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 063 | Psi Pokémon
Abra

Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'11"
- WEIGHT: 43.0 lbs.
- ITEMS: TwistedSpoon
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Synchronize
- Inner Focus

EGG GROUP
Human-Like

STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★☆☆☆☆ | POWER ★ | SKILL ★★★★☆ | STAMINA ★☆☆☆ | JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 34
Pokémon SoulSilver	Route 34
Pokémon Diamond	Route 203
Pokémon Pearl	Route 203
Pokémon Platinum	Route 203

Pokémon HeartGold
It senses impending attacks and teleports away to safety before the actual attacks can strike.

Pokémon SoulSilver
If it decides to teleport randomly, it evokes the illusion that it has created copies of itself.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Encore	Normal	Status	—	100	5	Normal	—
Barrier	Psychic	Status	—	—	30	Self	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Power Trick	Psychic	Status	—	—	10	Self	—
Guard Swap	Psychic	Status	—	—	10	Normal	—

No. 064 | Psi Pokémon
Kadabra

Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'03"
- WEIGHT: 124.6 lbs.
- ITEMS: TwistedSpoon
- MALE FORM: Longer whiskers
- FEMALE FORM: Shorter whiskers
- POKÉWALKER

ABILITIES
- Synchronize
- Inner Focus

EGG GROUP
Human-Like

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆ | POWER ★☆☆ | SKILL ★★★★☆ | STAMINA ★★☆ | JUMP ★★☆

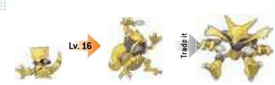
MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Cerulean Cave
Pokémon SoulSilver	Cerulean Cave
Pokémon Diamond	Route 215
Pokémon Pearl	Route 215
Pokémon Platinum	Route 215

Pokémon HeartGold
It possesses strong spiritual power. The more danger it faces, the stronger its psychic power.

Pokémon SoulSilver
If it uses its abilities, it emits special alpha waves that cause machines to malfunction.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—
1	Kinesis	Psychic	Status	—	80	15	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
16	Confusion	Psychic	Special	50	100	25	Normal	—
18	Disable	Normal	Status	—	80	20	Normal	—
22	Miracle Eye	Psychic	Status	—	—	40	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Reflect	Psychic	Status	—	—	20	2 Allies	—
30	Recover	Normal	Status	—	—	10	Self	—
34	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
36	Role Play	Psychic	Status	—	—	10	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Trick	Psychic	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

To Contents

No. 065 | Psi Pokémon
Alakazam

Psychic



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'11"
● WEIGHT: 105.8 lbs.
● ITEMS: None

● MALE FORM
Longer whiskers

● FEMALE FORM
Shorter whiskers

● POKÉWALKER

ABILITIES
- Synchronize
- Inner Focus

EGG GROUP
Human-Like

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★
SKILL ★★★★★
STAMINA ★
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Kadabra
Pokémon SoulSilver	Link trade Kadabra
Pokémon Diamond	Link trade Kadabra
Pokémon Pearl	Link trade Kadabra
Pokémon Platinum	Link trade Kadabra

Pokémon HeartGold
Closing both its eyes heightens all its other senses. This enables it to use its abilities to their extremes.

Pokémon SoulSilver
Its brain cells multiply continually until it dies. As a result, it remembers everything.

EVOLUTION



Abra → Lv. 16 → Kadabra → Trade it → Alakazam

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—
1	Kinesis	Psychic	Status	—	80	15	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
16	Confusion	Psychic	Special	50	100	25	Normal	—
18	Disable	Normal	Status	—	80	20	Normal	—
22	Miracle Eye	Psychic	Status	—	—	40	Normal	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Reflect	Psychic	Status	—	—	20	2 Allies	—
30	Recover	Normal	Status	—	—	10	Self	—
34	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
36	Calm Mind	Psychic	Status	—	—	20	Self	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Trick	Psychic	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 066 | Superpower Pokémon
Machop

Fighting



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 43.0 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Guts
- No Guard

EGG GROUP
Human-Like

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★☆☆
STAMINA ★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Mt. Mortar
Pokémon SoulSilver	Mt. Mortar
Pokémon Diamond	Route 207
Pokémon Pearl	Route 207
Pokémon Platinum	Route 207

Pokémon HeartGold
Always brimming with power, it passes time by lifting boulders. Doing so makes it even stronger.

Pokémon SoulSilver
It loves to work out and build its muscles. It is never satisfied, even if it trains hard all day long.

EVOLUTION



Machop → Lv. 28 → Machoke → Trade it → Machamp

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
31	Submission	Fighting	Physical	80	80	25	Normal	○
34	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
37	Cross Chop	Fighting	Physical	100	80	5	Normal	○
43	Scary Face	Normal	Status	—	90	10	Normal	—
46	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Meditate	Psychic	Status	—	—	40	Self	—
Rolling Kick	Fighting	Physical	60	85	15	Normal	○
Encore	Normal	Status	—	100	5	Normal	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Close Combat	Fighting	Physical	120	100	5	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○
Power Trick	Psychic	Status	—	—	10	Self	—

[To Contents]

No. 067 | Superpower Pokémon
Machoke

Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 155.4 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM



- POKÉWALKER

ABILITIES
- Guts
- No Guard

EGG GROUP
Human-Like

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★ | POWER ★★★★ | SKILL ★★☆ | STAMINA ★★★☆ | JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Cliff Cave
Pokémon SoulSilver	Cliff Cave
Pokémon Diamond	Route 210, Celestic Town side
Pokémon Pearl	Route 210, Celestic Town side
Pokémon Platinum	Route 210, Celestic Town side

Pokémon HeartGold
It always goes at its full power, but this very tough and durable Pokémon never gets tired.

Pokémon SoulSilver
The muscles covering its body teem with power. Even when still, it exudes an amazing sense of strength.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
32	Submission	Fighting	Physical	80	80	25	Normal	○
36	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
40	Cross Chop	Fighting	Physical	100	80	5	Normal	○
44	Scary Face	Normal	Status	—	90	10	Normal	—
51	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 068 | Superpower Pokémon
Machamp

Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 286.6 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM



- POKÉWALKER

ABILITIES
- Guts
- No Guard

EGG GROUP
Human-Like

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★☆ | POWER ★★★★★ | SKILL ★★★★ | STAMINA ★★★ | JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Link trade Machoke
Pokémon SoulSilver	Link trade Machoke
Pokémon Diamond	Link trade Machoke
Pokémon Pearl	Link trade Machoke
Pokémon Platinum	Link trade Machoke

Pokémon HeartGold
It quickly swings its four arms to rock its opponents with ceaseless punches and chops from all angles.

Pokémon SoulSilver
It uses its four powerful arms to pin the limbs of its foe, then throws the victim over the horizon.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Karate Chop	Fighting	Physical	50	100	25	Normal	○
13	Foresight	Normal	Status	—	—	40	Normal	—
19	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
32	Submission	Fighting	Physical	80	80	25	Normal	○
36	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
40	Cross Chop	Fighting	Physical	100	80	5	Normal	○
44	Scary Face	Normal	Status	—	90	10	Normal	—
51	DynamicPunch	Fighting	Physical	100	50	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

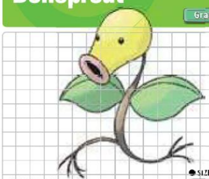
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 069 | Flower Pokémon
Bellsprout

Grass | Poison



- HEIGHT: 2'04"
- WEIGHT: 8.8 lbs.
- ITEMS: None

WALKING · FOOTPRINT · SIZE COMPARISON



MALE/FEMALE HAVE SAME FORM · POKÉWALKER

ABILITY
- Chlorophyll

EGG GROUP
Grass

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★☆ · POWER ★☆ · SKILL ★★ · STAMINA ★★★☆☆ · JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 31
Pokémon SoulSilver	Route 31
Pokémon Diamond	Route 229
Pokémon Pearl	Route 229
Pokémon Platinum	Route 224 (morning and afternoon only)

Pokémon HeartGold
Even though its body is extremely skinny, it is blindingly fast when catching its prey.

Pokémon SoulSilver
It plants its feet deep underground to replenish water. It can't escape its enemy while it's rooted.

EVOLUTION



Bellsprout → Lv. 21 → Weepinbell → Use Leaf Stone → Victreebel

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
7	Growth	Normal	Status	—	—	40	Self	—
11	Wrap	Normal	Physical	15	85	20	Normal	○
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Stun Spore	Grass	Status	—	75	30	Normal	—
23	Acid	Poison	Special	40	100	30	2 Foes	—
27	Knock Off	Dark	Physical	20	100	20	Normal	○
29	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
39	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Wring Out	Normal	Special	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

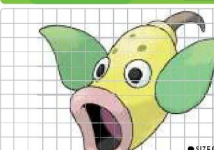
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Swords Dance	Normal	Status	—	—	30	Self	—
Encore	Normal	Status	—	100	5	Normal	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
Synthesis	Grass	Status	—	—	5	Self	—
Leech Life	Bug	Physical	20	100	15	Normal	○
Ingrain	Grass	Status	—	—	20	Self	—
Magical Leaf	Grass	Special	60	—	20	Normal	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Tickle	Normal	Status	—	100	20	Normal	—
Weather Ball	Normal	Special	50	100	10	Normal	—

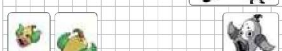
No. 070 | Flycatcher Pokémon
Weepinbell

Grass | Poison



- HEIGHT: 3'03"
- WEIGHT: 14.1 lbs.
- ITEMS: None

WALKING · FOOTPRINT · SIZE COMPARISON



MALE/FEMALE HAVE SAME FORM · POKÉWALKER

ABILITY
- Chlorophyll

EGG GROUP
Grass

STATS
- HP ●●
- ATTACK ●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
SPEED ★☆ · POWER ★★★ · SKILL ★★ · STAMINA ★★★★ · JUMP ★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 44
Pokémon SoulSilver	Route 44
Pokémon Diamond	Route 224
Pokémon Pearl	Route 224
Pokémon Platinum	Route 224

Pokémon HeartGold
Even though it is filled with acid, it does not melt because it also oozes a protective fluid.

Pokémon SoulSilver
If its prey is bigger than its mouth, it slices up the victim with sharp leaves, then eats every morsel.

EVOLUTION



Bellsprout → Lv. 21 → Weepinbell → Use Leaf Stone → Victreebel

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
7	Growth	Normal	Status	—	—	40	Self	—
11	Wrap	Normal	Physical	15	85	20	Normal	○
13	Sleep Powder	Grass	Status	—	75	15	Normal	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
17	Stun Spore	Grass	Status	—	75	30	Normal	—
23	Acid	Poison	Special	40	100	30	2 Foes	—
27	Knock Off	Dark	Physical	20	100	20	Normal	○
29	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
39	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Wring Out	Normal	Special	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

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071 VICTREEBEL



072 TENTACOOL

No. 071 | Flycatcher Pokémon
Victreebel

Grass | Poison

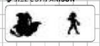


WALKING



FOOTPRINT

SIZE COMPARISON



- HEIGHT: 5'07"
- WEIGHT: 34.2 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM



- POKÉWALKER

ABILITY
- Chlorophyll

EGG GROUP
Grass

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★ | POWER ★★★★ | SKILL ★★★☆ | STAMINA ★★★★ | JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Leaf Stone on Weepinbell
Pokémon SoulSilver	Use Leaf Stone on Weepinbell
Pokémon Diamond	Use Leaf Stone on Weepinbell
Pokémon Pearl	Use Leaf Stone on Weepinbell
Pokémon Platinum	Use Leaf Stone on Weepinbell

Pokémon HeartGold
Acid that has dissolved many prey becomes sweeter, making it even more effective at attracting prey.

Pokémon SoulSilver
This horrifying plant Pokémon attracts prey with aromatic honey, then melts them in its mouth.

EVOLUTION



Bellsprout → Weepinbell → Victreebel

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Stockpile	Normal	Status	—	—	20	Self	—
1	Swallow	Normal	Status	—	—	10	Self	—
1	Spit Up	Normal	Special	—	100	10	Normal	—
1	Vine Whip	Grass	Physical	35	100	15	Normal	○
1	Sleep Powder	Grass	Status	—	75	15	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
47	Leaf Storm	Grass	Special	140	90	5	Normal	—
47	Leaf Blade	Grass	Physical	90	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

No. 072 | Jellyfish Pokémon
Tentacool

Water | Poison

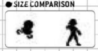


WALKING



FOOTPRINT

SIZE COMPARISON



- HEIGHT: 2'11"
- WEIGHT: 100.3 lbs.
- ITEMS: Poison Barb



- MALE/FEMALE HAVE SAME FORM



- POKÉWALKER

ABILITIES
- Clear Body
- Liquid Ooze

EGG GROUP
Water 3

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★☆ | POWER ★★☆ | SKILL ★★★☆☆ | STAMINA ★★★☆ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	New Bark Town (water surface)
Pokémon SoulSilver	New Bark Town (water surface)
Pokémon Diamond	Route 205 (water surface)
Pokémon Pearl	Route 205 (water surface)
Pokémon Platinum	Route 205 (water surface)

Pokémon HeartGold
When the tide goes out, dehydrated TENTACOOL remains can be found washed up on the shore.

Pokémon SoulSilver
It drifts aimlessly in waves. Very difficult to see in water, it may not be noticed until it stings.

EVOLUTION



Tentacool → Tentacruel

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
5	Supersonic	Normal	Status	—	55	20	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Acid	Poison	Special	40	100	30	2 Foes	—
15	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
26	Barrier	Psychic	Status	—	—	30	Self	—
29	Water Pulse	Water	Special	60	100	20	Normal	—
33	Poison Jab	Poison	Physical	80	100	20	Normal	○
36	Screech	Normal	Status	—	85	40	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
43	Wring Out	Normal	Special	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Aurora Beam	Ice	Special	65	100	20	Normal	—
Mirror Coat	Psychic	Special	—	100	20	Self	—
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Haze	Ice	Status	—	—	30	All	—
Safeguard	Normal	Status	—	—	25	2 Allies	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Acupressure	Normal	Status	—	—	30	1 Ally	—
Muddy Water	Water	Special	95	85	10	2 Foes	—

To Contents

No. 073 | Jellyfish Pokémon
Tentacruel

Water | Poison



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 5'03"
● WEIGHT: 121.3 lbs.
● ITEMS: Poison Barb

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
● Clear Body
● Liquid Ooze

EGG GROUP
Water 3

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★☆ | POWER ★★★ | SKILL ★★★★ | STAMINA ★★★☆ | JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	New Bark Town (water surface)
Pokémon SoulSilver	New Bark Town (water surface)
Pokémon Diamond	Route 224 (water surface)
Pokémon Pearl	Route 224 (water surface)
Pokémon Platinum	Route 224 (water surface)

Pokémon HeartGold
Its 80 tentacles absorb water and stretch almost endlessly to constrict its prey and enemies.

Pokémon SoulSilver
In battle, it extends all 80 of its tentacles to entrap its opponent inside a poisonous net.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Supersonic	Normal	Status	—	55	20	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	○
12	Acid	Poison	Special	40	100	30	2 Foes	—
15	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
26	Barrier	Psychic	Status	—	—	30	Self	—
29	Water Pulse	Water	Special	60	100	20	Normal	—
36	Poison Jab	Poison	Physical	80	100	20	Normal	○
42	Screech	Normal	Status	—	85	40	Normal	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—
55	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

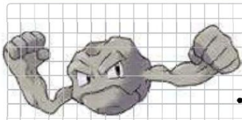
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

No. 074 | Rock Pokémon
Geodude

Rock | Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 44.1 lbs.
● ITEMS: Everstone

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
● Rock Head
● Sturdy

EGG GROUP
Mineral

STATS
HP ●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★☆ | POWER ★★★ | SKILL ★☆ | STAMINA ★★★☆ | JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Union Cave
Pokémon SoulSilver	Union Cave
Pokémon Diamond	Oreburgh Gate 1F
Pokémon Pearl	Oreburgh Gate 1F
Pokémon Platinum	Oreburgh Gate 1F

Pokémon HeartGold
Most people may not notice, but a closer look should reveal that there are many GEODUDE around.

Pokémon SoulSilver
It uses its arms to steadily climb steep mountain paths. It swings its fists around if angered.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
18	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
29	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
32	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
36	Double-Edge	Normal	Physical	120	100	15	Normal	○
39	Stone Edge	Rock	Physical	100	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

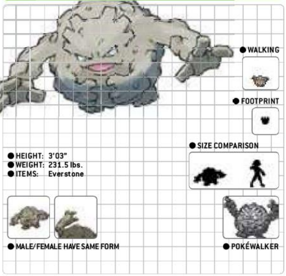
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mega Punch	Normal	Physical	80	85	20	Normal	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Block	Normal	Status	—	—	5	Normal	—
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—

To Contents

No. 075 | Rock Pokémon
Graveler

Rock | Ground



- HEIGHT: 3'03"
- WEIGHT: 231.5 lbs.
- ITEMS: Everstone

ABILITIES
- Rock Head
- Sturdy

EGG GROUP
Mineral

STATS
- HP ●●
- ATTACK ●●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★☆ | POWER ★★★★ | SKILL ★★ | STAMINA ★★★☆ | JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 45
Pokémon SoulSilver	Route 45
Pokémon Diamond	Route 214
Pokémon Pearl	Route 214
Pokémon Platinum	Route 214

Pokémon HeartGold
With a free and uncaring nature, it doesn't mind if pieces break off while it rolls down mountains.

Pokémon SoulSilver
A slow walker, it rolls to move. It pays no attention to any object that happens to be in its path.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Rock Polish	Rock	Status	—	—	20	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
18	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
27	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
38	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

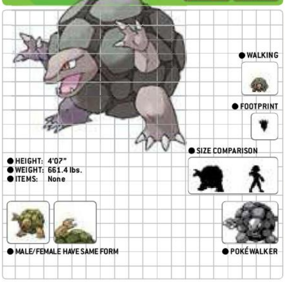
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 076 | Megaton Pokémon
Golem

Rock | Ground



- HEIGHT: 4'07"
- WEIGHT: 661.4 lbs.
- ITEMS: None

ABILITIES
- Rock Head
- Sturdy

EGG GROUP
Mineral

STATS
- HP ●●●
- ATTACK ●●●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★ | POWER ★★★★ | SKILL ★☆ | STAMINA ★★★★ | JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Graveler
Pokémon SoulSilver	Link trade Graveler
Pokémon Diamond	Link trade Graveler
Pokémon Pearl	Link trade Graveler
Pokémon Platinum	Link trade Graveler

Pokémon HeartGold
It sheds its skin once a year. The discarded shell immediately hardens and crumbles away.

Pokémon SoulSilver
It is capable of blowing itself up. It uses this explosive force to jump from mountain to mountain.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Rock Polish	Rock	Status	—	—	20	Self	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Rock Polish	Rock	Status	—	—	20	Self	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
15	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
18	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
22	Rollout	Rock	Physical	30	90	20	Normal	○
27	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
38	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
44	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Stone Edge	Rock	Physical	100	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 077 | Fire Horse Pokémon
Ponyta

Fire



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'03"
- WEIGHT: 66.1 lbs.
- ITEMS: Shuca Berry
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Run Away
- Flash Fire

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★★
SKILL ★★
STAMINA ★★★
JUMP ★★★★

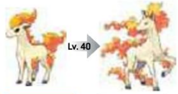
MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Route 26
Pokémon SoulSilver	Route 26
Pokémon Diamond	Route 206
Pokémon Pearl	Route 206
Pokémon Platinum	Route 206

Pokémon HeartGold
It is a weak runner immediately after birth. It gradually becomes faster by chasing after its parents.

Pokémon SoulSilver
Its hind legs, which have hooves that are harder than diamond, kick back at any presence it senses behind it.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Ember	Fire	Special	40	100	25	Normal	—
15	Flame Wheel	Fire	Physical	60	100	25	Normal	○
19	Stomp	Normal	Physical	65	100	20	Normal	○
24	Fire Spin	Fire	Special	15	70	15	Normal	—
28	Take Down	Normal	Physical	90	85	20	Normal	○
33	Agility	Psychic	Status	—	—	30	Self	—
37	Fire Blast	Fire	Special	120	85	5	Normal	—
42	Bounce	Flying	Physical	85	85	5	Normal	○
46	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flame Wheel	Fire	Physical	60	100	25	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Hypnosis	Psychic	Status	—	60	20	Normal	—
Charm	Normal	Status	—	100	20	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Horn Drill	Normal	Physical	—	30	5	Normal	○
Morning Sun	Normal	Status	—	—	5	Self	—

No. 078 | Fire Horse Pokémon
Rapidash

Fire



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'07"
- WEIGHT: 209.4 lbs.
- ITEMS: Shuca Berry
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Run Away
- Flash Fire

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★★
POWER ★★☆
SKILL ★★
STAMINA ★★★☆
JUMP ★★★☆

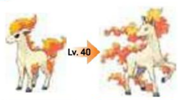
MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Route 28
Pokémon SoulSilver	Route 28
Pokémon Diamond	Level up Ponyta to Lv. 40
Pokémon Pearl	Level up Ponyta to Lv. 40
Pokémon Platinum	Level up Ponyta to Lv. 40

Pokémon HeartGold
At full gallop, its four hooves barely touch the ground because it moves so incredibly fast.

Pokémon SoulSilver
With incredible acceleration, it reaches its top speed of 150 mph after running just 10 steps.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	○
1	Megahorn	Bug	Physical	120	85	10	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
6	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Ember	Fire	Special	40	100	25	Normal	—
15	Flame Wheel	Fire	Physical	60	100	25	Normal	○
19	Stomp	Normal	Physical	65	100	20	Normal	○
24	Fire Spin	Fire	Special	15	70	15	Normal	—
28	Take Down	Normal	Physical	90	85	20	Normal	○
33	Agility	Psychic	Status	—	—	30	Self	—
37	Fire Blast	Fire	Special	120	85	5	Normal	—
40	Fury Attack	Normal	Physical	15	85	20	Normal	○
47	Bounce	Flying	Physical	85	85	5	Normal	○
56	Flare Blitz	Fire	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

To Contents

No. 079 | Dopey Pokémon
Slowpoke

Water | Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 79.4 lbs.
- ITEMS: Lagging Tail
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Oblivious
- Own Tempo

EGG GROUPS
- Monster
- Water 1

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★ | POWER ★★ | SKILL ★★☆☆☆ | STAMINA ★★★★☆ | JUMP ★★

Pokémon HeartGold: It lazes vacantly near water. If something bites its tail, it won't even notice for a whole day.

Pokémon SoulSilver: A sweet sap leaks from its tail's tip. Although not nutritious, the tail is pleasant to chew on.

EVOLUTION



Slowpoke → Lv. 37 → Slowbro

Slowpoke → Have it hold King's Rock and trade it → Slowking p. 298

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	SLOWPOKE Well
Pokémon SoulSilver	SLOWPOKE Well
Pokémon Diamond	—
Pokémon Pearl	Route 205, Eterna City side (use Poké Radar)
Pokémon Platinum	Route 205, Eterna City side (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
6	Growl	Normal	Status	—	100	40	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	◯
29	Water Pulse	Water	Special	60	100	20	Normal	—
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
39	Slack Off	Normal	Status	—	—	10	Self	—
43	Amnesia	Psychic	Status	—	—	20	Self	—
48	Psychic	Psychic	Special	90	100	10	Normal	—
53	Rain Dance	Water	Status	—	—	5	All	—
57	Psych Up	Normal	Status	—	—	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM28	Dig	Ground	Physical	80	100	10	Normal	—
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Safeguard	Normal	Status	—	—	25	2 Allies	—
Belly Drum	Normal	Status	—	—	10	Self	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Stomp	Normal	Physical	65	100	20	Normal	◯
Mud Sport	Ground	Status	—	—	15	All	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Snore	Normal	Special	40	100	15	Normal	—
Me First	Normal	Status	—	—	20	Depends	—
Block	Normal	Status	—	—	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯

No. 080 | Hermit Crab Pokémon
Slowbro

Water | Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'03"
- WEIGHT: 173.1 lbs.
- ITEMS: King's Rock
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Oblivious
- Own Tempo

EGG GROUPS
- Monster
- Water 1

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★ | POWER ★★★ | SKILL ★★☆☆☆ | STAMINA ★★★★★ | JUMP ★★☆

Pokémon HeartGold: If the tail-biting SHELLDER is thrown off in a harsh battle, it reverts to being an ordinary SLOWPOKE.

Pokémon SoulSilver: Naturally dull to begin with, it lost its ability to feel pain due to SHELLDER's seeping poison.

EVOLUTION



Slowpoke → Lv. 37 → Slowbro

Slowpoke → Have it hold King's Rock and trade it → Slowking p. 298

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	SLOWPOKE Well B2F (water surface)
Pokémon SoulSilver	SLOWPOKE Well B2F (water surface)
Pokémon Diamond	—
Pokémon Pearl	Level up Slowpoke to Lv. 37
Pokémon Platinum	Level up Slowpoke to Lv. 37

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Growl	Normal	Status	—	100	40	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	◯
29	Water Pulse	Water	Special	60	100	20	Normal	—
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
37	Withdraw	Water	Status	—	—	40	Self	—
41	Slack Off	Normal	Status	—	—	10	Self	—
47	Amnesia	Psychic	Status	—	—	20	Self	—
54	Psychic	Psychic	Special	90	100	10	Normal	—
61	Rain Dance	Water	Status	—	—	5	All	—
67	Psych Up	Normal	Status	—	—	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

NATIONAL POKÉDEX

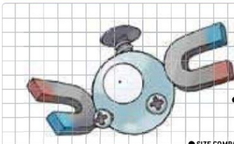
079 SLOWPOKE

080 SLOWBRO

To Contents

No. 081 | Magnet Pokémon
Magnemite

Electric | Steel



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'00"
- WEIGHT: 13.2 lbs.
- ITEMS: Metal Coat
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Magnet Pull
- Sturdy

EGG GROUPS
Mineral

STATS
- HP ●
- ATTACK ●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★★★ | POWER ★☆ | SKILL ★★★☆ | STAMINA ★☆ | JUMP ★★★☆

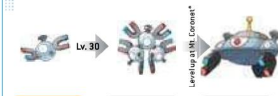
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 38
Pokémon SoulSilver	Route 38
Pokémon Diamond	Fuego Ironworks (mass outbreak)
Pokémon Pearl	Fuego Ironworks (mass outbreak)
Pokémon Platinum	Fuego Ironworks

Pokémon HeartGold
It is attracted by electromagnetic waves. It may approach Trainers if they are using their Pokégear.

Pokémon SoulSilver
The units at the sides of its body generate antigravity energy to keep it aloft in the air.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Metal Sound	Steel	Status	—	85	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
6	ThunderShock	Electric	Special	40	100	30	Normal	—
11	Supersonic	Normal	Status	—	55	20	Normal	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Thunder Wave	Electric	Status	—	100	20	Normal	—
22	Spark	Electric	Physical	65	100	20	Normal	◯
27	Lock-On	Normal	Status	—	—	5	Normal	—
30	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
38	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
43	Mirror Shot	Steel	Special	65	85	10	Normal	—
46	Magnet Rise	Electric	Status	—	—	10	Self	—
49	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
54	Zap Cannon	Electric	Special	120	50	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

No. 082 | Magnet Pokémon
Magneton

Electric | Steel



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'03"
- WEIGHT: 132.3 lbs.
- ITEMS: Metal Coat
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Magnet Pull
- Sturdy

EGG GROUPS
Mineral

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●
- SPEED ●●●

PERFORMANCE
SPEED ★★★ | POWER ★★☆ | SKILL ★★★★ | STAMINA ★★★☆ | JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Peak Area)
Pokémon SoulSilver	Safari Zone (Peak Area)
Pokémon Diamond	Level up Magnemite to Lv. 30
Pokémon Pearl	Level up Magnemite to Lv. 30
Pokémon Platinum	Victory Road 2F

Pokémon HeartGold
Three MAGNEMITE are linked by a strong magnetic force. Earaches will occur if you get too close.

Pokémon SoulSilver
The MAGNEMITE are united by a magnetism so powerful, it dries all moisture in its vicinity.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tri Attack	Normal	Special	80	100	10	Normal	—
1	Metal Sound	Steel	Status	—	85	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
6	ThunderShock	Electric	Special	40	100	30	Normal	—
11	Supersonic	Normal	Status	—	55	20	Normal	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Thunder Wave	Electric	Status	—	100	20	Normal	—
22	Spark	Electric	Physical	65	100	20	Normal	◯
27	Lock-On	Normal	Status	—	—	5	Normal	—
30	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
34	Screech	Normal	Status	—	85	40	Normal	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
46	Mirror Shot	Steel	Special	65	85	10	Normal	—
50	Magnet Rise	Electric	Status	—	—	10	Self	—
54	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
60	Zap Cannon	Electric	Special	120	50	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

To Contents

No. 083 | Wild Duck Pokémon
Farfetch'd

Normal | Flying



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'07"
- WEIGHT: 33.1 lbs.
- ITEMS: Stick

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Keen Eye
- Inner Focus

EGG GROUPS
- Flying
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★☆☆ SKILL ★★☆ STAMINA ★★★ JUMP ★★★☆

Pokémon HeartGold: If anyone tries to disturb where the essential plant stalks grow, it uses its own stalk to thwart them.

Pokémon SoulSilver: If it eats the plant stalk it carries as emergency rations, it runs off in search of a new stalk.

EVOLUTION

Does not evolve

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 38 or Safari Zone (Wetland Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Route 38 or Safari Zone (Wetland Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 221 (mass outbreak)
Pokémon Pearl	Route 221 (mass outbreak)
Pokémon Platinum	Route 221 (mass outbreak)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	◯
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Fury Cutter	Bug	Physical	10	95	20	Normal	◯
7	Fury Attack	Normal	Physical	15	85	20	Normal	◯
9	Knock Off	Dark	Physical	20	100	20	Normal	◯
13	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
19	Slash	Normal	Physical	70	100	20	Normal	◯
21	Air Cutter	Flying	Special	55	95	25	2 Foes	—
25	Swords Dance	Normal	Status	—	—	30	Self	—
31	Agility	Psychic	Status	—	—	30	Self	—
33	Night Slash	Dark	Physical	70	100	15	Normal	◯
37	Air Slash	Flying	Special	75	95	20	Normal	—
43	Feint	Normal	Physical	50	100	10	Normal	—
45	False Swipe	Normal	Physical	40	100	40	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

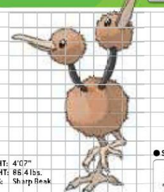
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Steel Wing	Steel	Physical	70	90	25	Normal	◯
Foresight	Normal	Status	—	—	40	Normal	—
Mirror Move	Flying	Status	—	—	20	Depends	—
Gust	Flying	Special	40	100	35	Normal	—
Quick Attack	Normal	Physical	40	100	30	Normal	◯
Flail	Normal	Physical	—	100	15	Normal	◯
FeatherDance	Flying	Status	—	100	15	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Covet	Normal	Physical	40	100	40	Normal	◯
Mud-Slap	Ground	Special	20	100	10	Normal	—
Night Slash	Dark	Physical	70	100	15	Normal	◯
Leaf Blade	Grass	Physical	90	100	15	Normal	◯

No. 084 | Twin Bird Pokémon
Doduo

Normal | Flying



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'07"
- WEIGHT: 86.4 lbs.
- ITEMS: Sharp Beak

MALE FORM
Black necks

FEMALE FORM
Brown necks

POKÉWALKER

ABILITIES
- Run Away
- Early Bird

EGG GROUP
- Flying

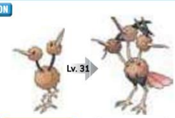
STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★★☆ STAMINA ★★☆☆ JUMP ★★☆

Pokémon HeartGold: By alternately raising and lowering its two heads, it balances itself to be more stable while running.

Pokémon SoulSilver: It races through grassy plains with powerful strides, leaving footprints up to four inches deep.

EVOLUTION



MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 28 (morning and afternoon only)
Pokémon SoulSilver	Route 28 (morning and afternoon only)
Pokémon Diamond	Level up Doduo to Lv. 31
Pokémon Pearl	Level up Doduo to Lv. 31
Pokémon Platinum	Level up Doduo to Lv. 31

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Quick Attack	Normal	Physical	40	100	30	Normal	◯
10	Rage	Normal	Physical	20	100	20	Normal	◯
14	Fury Attack	Normal	Physical	15	85	20	Normal	◯
19	Pursuit	Dark	Physical	40	100	20	Normal	◯
23	Uproar	Normal	Special	50	100	10	1 Random	—
28	Acupressure	Normal	Status	—	—	30	1 Ally	—
32	Double Hit	Normal	Physical	35	90	10	Normal	◯
37	Agility	Psychic	Status	—	—	30	Self	—
41	Drill Peck	Flying	Physical	80	100	20	Normal	◯
46	Endeavor	Normal	Physical	—	100	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

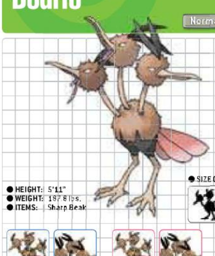
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Quick Attack	Normal	Physical	40	100	30	Normal	◯
Supersonic	Normal	Status	—	55	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Faint Attack	Dark	Physical	60	—	20	Normal	◯
Flail	Normal	Physical	—	100	15	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
Mirror Move	Flying	Status	—	—	20	Depends	—
Brave Bird	Flying	Physical	120	100	15	Normal	◯

To Contents

No. 085 | Triple Bird Pokémon
Dodrio

Normal | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'11"
● WEIGHT: 187.8 lbs.
● ITEMS: Sharp Beak

● MALE FORM
Black necks

● FEMALE FORM
Brown necks

● POKÉWALKER

ABILITIES
- Run Away
- Early Bird

EGG GROUP
Flying

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★★
SKILL ★★
STAMINA ★★
JUMP ★★★

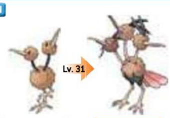
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 28 (morning and afternoon only)
Pokémon SoulSilver	Route 28 (morning and afternoon only)
Pokémon Diamond	Level up Doduo to Lv. 31
Pokémon Pearl	Level up Doduo to Lv. 31
Pokémon Platinum	Level up Doduo to Lv. 31

Pokémon HeartGold
It collects data and plans three times as wisely, but it may think too much and fall into a state of immobility.

Pokémon SoulSilver
If one of the heads gets to eat, the others will be satisfied, too, and they will stop squabbling.

EVOLUTION



Doduo → Lv. 31 → Dodrio

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	◯
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
1	Rage	Normal	Physical	20	100	20	Normal	◯
5	Quick Attack	Normal	Physical	40	100	30	Normal	◯
10	Rage	Normal	Physical	20	100	20	Normal	◯
14	Fury Attack	Normal	Physical	15	85	20	Normal	◯
19	Pursuit	Dark	Physical	40	100	20	Normal	◯
23	Uproar	Normal	Special	50	100	10	1 Random	—
28	Acupressure	Normal	Status	—	—	30	1 Ally	—
34	Tri Attack	Normal	Special	80	100	10	Normal	—
41	Agility	Psychic	Status	—	—	30	Self	—
47	Drill Peck	Flying	Physical	80	100	20	Normal	◯
54	Endeavor	Normal	Physical	—	100	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

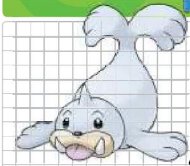
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◯
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

No. 086 | Sea Lion Pokémon
Seel

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 198.4 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Thick Fat
- Hydration

EGG GROUPS
Water 1
Field

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Whirl Islands
Pokémon SoulSilver	Whirl Islands
Pokémon Diamond	Route 226 (water surface)
Pokémon Pearl	—
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
Although it can't walk well on land, it is a graceful swimmer. It especially loves being in frigid seas.

Pokémon SoulSilver
In daytime, it is often found asleep on the seabed in shallow waters. Its nostrils close while it swims.

EVOLUTION



Seel → Lv. 34 → Dewgong

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	◯
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Water Sport	Water	Status	—	—	15	All	—
11	Icy Wind	Ice	Special	55	95	15	2 Foes	—
13	Encore	Normal	Status	—	100	5	Normal	—
17	Ice Shard	Ice	Physical	40	100	30	Normal	—
21	Rest	Psychic	Status	—	—	10	Self	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	◯
33	Brine	Water	Special	65	100	10	Normal	—
37	Take Down	Normal	Physical	90	85	20	Normal	◯
41	Dive	Water	Physical	80	100	10	Normal	◯
43	Aqua Tail	Water	Physical	90	90	10	Normal	◯
47	Ice Beam	Ice	Special	95	100	10	Normal	—
51	Safeguard	Normal	Status	—	—	25	2 Allies	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Lick	Ghost	Physical	20	100	30	Normal	◯
Perish Song	Normal	Status	—	—	5	All	—
Disable	Normal	Status	—	80	20	Normal	—
Horn Drill	Normal	Physical	—	30	5	Normal	◯
Slam	Normal	Physical	80	75	20	Normal	◯
Encore	Normal	Status	—	100	5	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	◯
Icicle Spear	Ice	Physical	10	100	30	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—

To Contents

No. 087 | Sea Lion Pokémon
Dewgong

Water | Ice



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 5'07"
- WEIGHT: 264.6 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: Its streamlined body has little drag in water. The colder the temperature, the friskier it gets.

Pokémon SoulSilver: It loves frigid seas with ice floes. It uses its long tail to change swimming direction quickly.

EVOLUTION



ABILITIES
- Thick Fat
- Hydration

EGG GROUPS
- Water 1
- Field

STATS
Stat	Rating
HP	●●●
ATTACK	●●●
DEFENSE	●●●
SP. ATTACK	●●●
SP. DEFENSE	●●●●
SPEED	●●●

PERFORMANCE
SPEED ★★ | POWER ★★★ | SKILL ★★ | STAMINA ★★★★☆ | JUMP ★★

MAIN WAYS TO OBTAIN
Game	Location
Pokémon HeartGold	Seafoam Islands B3F
Pokémon SoulSilver	Seafoam Islands B3F
Pokémon Diamond	Route 226 (water surface)
Pokémon Pearl	—
Pokémon Platinum	Victory Road 1F (Route 224 side, water surface)

LEVEL-UP AND LEARNED MOVES
Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Signal Beam	Bug	Special	75	100	15	Normal	—
1	Icy Wind	Ice	Special	55	95	15	2 Foes	—
3	Growl	Normal	Status	—	100	40	2 Foes	—
7	Signal Beam	Bug	Special	75	100	15	Normal	—
11	Icy Wind	Ice	Special	55	95	15	2 Foes	—
13	Encore	Normal	Status	—	100	5	Normal	—
17	Ice Shard	Ice	Physical	40	100	30	Normal	—
21	Rest	Psychic	Status	—	—	10	Self	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	◯
33	Brine	Water	Special	65	100	10	Normal	—
34	Sheer Cold	Ice	Special	—	30	5	Normal	—
37	Take Down	Normal	Physical	90	85	20	Normal	◯
41	Dive	Water	Physical	80	100	10	Normal	◯
43	Aqua Tail	Water	Physical	90	90	10	Normal	◯
47	Ice Beam	Ice	Special	95	100	10	Normal	—
51	Safeguard	Normal	Status	—	—	25	2 Allies	—

MOVE MANIAC
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 088 | Sludge Pokémon
Grimer

Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 66.1 lbs.
- ITEMS: Nugget

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: As it moves, it loses bits of its body, from which new GRIMER emerge. This worsens the stench around it.

Pokémon SoulSilver: Wherever GRIMER has passed, so many germs are left behind that no plants will ever grow again.

EVOLUTION



ABILITIES
- Stench
- Sticky Hold

EGG GROUP
- Amorphous

STATS
Stat	Rating
HP	●●●
ATTACK	●●●
DEFENSE	●●
SP. ATTACK	●●
SP. DEFENSE	●●
SPEED	●

PERFORMANCE
SPEED ★ | POWER ★★★☆ | SKILL ★★ | STAMINA ★★★★☆ | JUMP ★★

MAIN WAYS TO OBTAIN
Game	Location
Pokémon HeartGold	Safari Zone (Marshland Area)
Pokémon SoulSilver	Safari Zone (Marshland Area)
Pokémon Diamond	Route 212, Pastoria City side (use Poké Radar)
Pokémon Pearl	Route 212, Pastoria City side (use Poké Radar)
Pokémon Platinum	Route 212, Pastoria City side (use Poké Radar)

LEVEL-UP AND LEARNED MOVES
Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	◯
4	Harden	Normal	Status	—	—	30	Self	—
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
12	Disable	Normal	Status	—	80	20	Normal	—
17	Minimize	Normal	Status	—	—	20	Self	—
20	Sludge	Poison	Special	65	100	20	Normal	—
23	Mud Bomb	Ground	Special	65	85	10	Normal	—
28	Fling	Dark	Physical	—	100	10	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
39	Acid Armor	Poison	Status	—	—	40	Self	—
44	Gunk Shot	Poison	Physical	120	70	5	Normal	—
49	Memento	Dark	Status	—	100	10	Normal	—

MOVE MANIAC
Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯

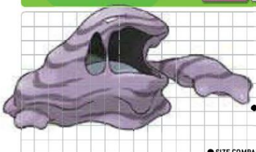
EGG MOVES
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Haze	Ice	Status	—	—	30	All	—
Mean Look	Normal	Status	—	—	5	Normal	—
Lick	Ghost	Physical	20	100	30	Normal	◯
Imprison	Psychic	Status	—	—	10	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Shadow Punch	Ghost	Physical	60	—	20	Normal	◯
Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—

To Contents

No. 089 | Sludge Pokémon

Muk

Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 66.1 lbs.
● ITEMS: Nugget

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Stench
- Sticky Hold

EGG GROUP
Amorphous

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★☆☆☆☆
POWER ★★★★
SKILL ★☆☆☆☆
STAMINA ★★★★★
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 17
Pokémon SoulSilver	Route 17
Pokémon Diamond	Level up Grimer to Lv. 38
Pokémon Pearl	Level up Grimer to Lv. 38
Pokémon Platinum	Level up Grimer to Lv. 38

Pokémon HeartGold
They love to gather in smelly areas where sludge accumulates, making the stench around them worse.

Pokémon SoulSilver
Its body is made of a powerful poison. Touching it accidentally will cause a fever that requires bed rest.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
4	Harden	Normal	Status	—	—	30	Self	—
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
12	Disable	Normal	Status	—	80	20	Normal	—
17	Minimize	Normal	Status	—	—	20	Self	—
20	Sludge	Poison	Special	65	100	20	Normal	—
23	Mud Bomb	Ground	Special	65	85	10	Normal	—
28	Fling	Dark	Physical	—	100	10	Normal	—
33	Screech	Normal	Status	—	85	40	Normal	—
36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
44	Acid Armor	Poison	Status	—	—	40	Self	—
54	Gunk Shot	Poison	Physical	120	70	5	Normal	—
65	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

No. 090 | Bivalve Pokémon

Shellder

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 8.8 lbs.
● ITEMS: Pearl
Big Pearl

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Shell Armor
- Skill Link

EGG GROUP
Water 3

STATS
HP ●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★★
SKILL ★★
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	New Bark Town (Good Rod)
Pokémon SoulSilver	New Bark Town (Good Rod)
Pokémon Diamond	Route 205 (Super Rod)
Pokémon Pearl	Route 205 (Super Rod)
Pokémon Platinum	Route 205 (Super Rod)

Pokémon HeartGold
It swims facing backward by opening and closing its two-piece shell. It is surprisingly fast.

Pokémon SoulSilver
Grains of sand trapped in its shells mix with its body fluids to form beautiful pearls.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
4	Withdraw	Water	Status	—	—	40	Self	—
8	Supersonic	Normal	Status	—	55	20	Normal	—
13	Icicle Spear	Ice	Physical	10	100	30	Normal	—
16	Protect	Normal	Status	—	—	10	Self	—
20	Leer	Normal	Status	—	100	30	2 Foes	—
25	Clamp	Water	Physical	35	75	10	Normal	◯
28	Ice Shard	Ice	Physical	40	100	30	Normal	—
32	Aurora Beam	Ice	Special	65	100	20	Normal	—
37	Whirlpool	Water	Special	15	70	15	Normal	—
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Brine	Water	Special	65	100	10	Normal	—
49	Ice Beam	Ice	Special	95	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
BubbleBeam	Water	Special	65	100	20	Normal	—
Take Down	Normal	Physical	90	85	20	Normal	◯
Barrier	Psychic	Status	—	—	30	Self	—
Rapid Spin	Normal	Physical	20	100	40	Normal	◯
Screech	Normal	Status	—	85	40	Normal	—
Icicle Spear	Ice	Physical	10	100	30	Normal	—
Mud Shot	Ground	Special	55	95	15	Normal	—
Rock Blast	Rock	Physical	25	80	10	Normal	—

To Contents

No. 091 | Bivalve Pokémon
Cloyster

Water | Ice



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 292.1 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

Pokémon HeartGold: Once it slams its shell shut, it is impossible to open, even by those with superior strength.

Pokémon SoulSilver: CLOYSTER that live in seas with harsh tidal currents grow large, sharp spikes on their shells.

EVOLUTION



ABILITIES
- Shell Armor
- Skill Link

EGG GROUPS
Water 3

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★
STAMINA ★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Use Water Stone on Shellder
Pokémon SoulSilver	Use Water Stone on Shellder
Pokémon Diamond	Use Water Stone on Shellder
Pokémon Pearl	Use Water Stone on Shellder
Pokémon Platinum	Use Water Stone on Shellder

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Toxic Spikes	Poison	Status	—	—	20		—
1	Withdraw	Water	Status	—	—	40		—
1	Supersonic	Normal	Status	—	55	20		—
1	Aurora Beam	Ice	Special	65	100	20		—
1	Protect	Normal	Status	—	—	10		—
28	Spikes	Ground	Status	—	—	20		—
40	Spike Cannon	Normal	Physical	20	100	15		—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

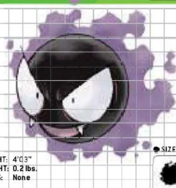
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

No. 092 | Gas Pokémon
Gastly

Ghost | Poison



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 0.2 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

Pokémon HeartGold: With its gas-like body, it can sneak into any place it desires. However, it can be blown away by wind.

Pokémon SoulSilver: Its body is made of gas. Despite lacking substance, it can envelop an opponent of any size and cause suffocation.

EVOLUTION



ABILITY
- Levitate

EGG GROUP
Amorphous

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●●●●
SP. DEFENSE ●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★
POWER ★
SKILL ★★★★
STAMINA ★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Sprout Tower (night only)
Pokémon SoulSilver	Sprout Tower (night only)
Pokémon Diamond	Old Chateau
Pokémon Pearl	Old Chateau
Pokémon Platinum	Old Chateau

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	○
26	Payback	Dark	Physical	50	100	10	Normal	○
29	Shadow Ball	Ghost	Special	80	100	15	Normal	—
33	Dream Eater	Psychic	Special	100	100	15	Normal	—
36	Dark Pulse	Dark	Special	80	100	15	Normal	—
40	Destiny Bond	Ghost	Status	—	—	5	Self	—
43	Nightmare	Ghost	Status	—	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psywave	Psychic	Special	—	80	15	Normal	—
Perish Song	Normal	Status	—	—	5	All	—
Haze	Ice	Status	—	—	30	All	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Will-O-Wisp	Fire	Status	—	75	15	Normal	—
Grudge	Ghost	Status	—	—	5	Self	—
Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Disable	Normal	Status	—	80	20	Normal	—

To Contents

No. 093 | Gas Pokémon
Haunter

Ghost | Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'03"
- WEIGHT: 0.2 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Levitate

EGG GROUP
Amorphous

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★★☆

Pokémon HeartGold
In total darkness, where nothing is visible, HAUNTER lurks, silently stalking its next victim.

Pokémon SoulSilver
Its tongue is made of gas. If licked, its victim starts shaking constantly until death eventually comes.

EVOLUTION



Gastly → Haunter → Gengar

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Forest Area)
Pokémon SoulSilver	Safari Zone (Forest Area)
Pokémon Diamond	Turnback Cave
Pokémon Pearl	Turnback Cave
Pokémon Platinum	Turnback Cave

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	◯
1	Spite	Ghost	Status	—	100	10	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	◯
25	Shadow Punch	Ghost	Physical	60	—	20	Normal	◯
28	Payback	Dark	Physical	50	100	10	Normal	◯
33	Shadow Ball	Ghost	Special	80	100	15	Normal	—
39	Dream Eater	Psychic	Special	100	100	15	Normal	—
44	Dark Pulse	Dark	Special	80	100	15	Normal	—
50	Destiny Bond	Ghost	Status	—	—	5	Self	—
55	Nightmare	Ghost	Status	—	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 094 | Shadow Pokémon
Gengar

Ghost | Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'11"
- WEIGHT: 89.3 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Levitate

EGG GROUP
Amorphous

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●●●
- SP. DEFENSE ●●●
- SPEED ●●●●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★★★ STAMINA ★★★★ JUMP ★★☆

Pokémon HeartGold
It steals heat from its surroundings. If you feel a sudden chill, it is certain that a GENGAR appeared.

Pokémon SoulSilver
To steal the life of its target, it slips into the prey's shadow and silently waits for an opportunity.

EVOLUTION



Gastly → Haunter → Gengar

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Link trade Haunter
Pokémon SoulSilver	Link trade Haunter
Pokémon Diamond	Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Lick	Ghost	Physical	20	100	30	Normal	◯
1	Spite	Ghost	Status	—	100	10	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
8	Mean Look	Normal	Status	—	—	5	Normal	—
12	Curse	???	Status	—	—	10	Normal/Self	—
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Sucker Punch	Dark	Physical	80	100	5	Normal	◯
25	Shadow Punch	Ghost	Physical	60	—	20	Normal	◯
28	Payback	Dark	Physical	50	100	10	Normal	◯
33	Shadow Ball	Ghost	Special	80	100	15	Normal	—
39	Dream Eater	Psychic	Special	100	100	15	Normal	—
44	Dark Pulse	Dark	Special	80	100	15	Normal	—
50	Destiny Bond	Ghost	Status	—	—	5	Self	—
55	Nightmare	Ghost	Status	—	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

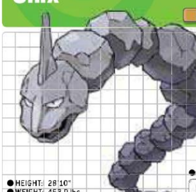
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 095 | Rock Snake Pokémon
Onix

Rock | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 28'10"
● WEIGHT: 463.0 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Rock Head
- Sturdy

EGG GROUP
Mineral

STATS
HP ●
ATTACK ●●
DEFENSE ●●●●●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★ SKILL ★☆ STAMINA ★★★★ JUMP ★★☆

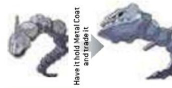
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Union Cave (night only)
Pokémon SoulSilver	Union Cave (night only)
Pokémon Diamond	Oreburgh Mine B1F
Pokémon Pearl	Oreburgh Mine B1F
Pokémon Platinum	Oreburgh Mine B1F

Pokémon HeartGold
It twists and squirms through the ground. The thunderous roar of its tunneling echoes a long way.

Pokémon SoulSilver
It rapidly bores through the ground at 50 mph by squirming and twisting its massive, rugged body.

EVOLUTION



Onix → Steelix

p. 302

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Bind	Normal	Physical	15	75	20	Normal	◯
6	Screech	Normal	Status	—	85	40	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
14	Rage	Normal	Physical	20	100	20	Normal	◯
17	Rock Tomb	Rock	Physical	50	80	10	Normal	—
22	Sandstorm	Rock	Status	—	—	10	All	—
25	Slam	Normal	Physical	80	75	20	Normal	◯
30	Rock Polish	Rock	Status	—	—	20	Self	—
33	DragonBreath	Dragon	Special	60	100	20	Normal	—
38	Curse	???	Status	—	—	10	Normal/Self	—
41	Iron Tail	Steel	Physical	100	75	15	Normal	◯
46	Sand Tomb	Ground	Physical	15	70	15	Normal	—
49	Double-Edge	Normal	Physical	120	100	15	Normal	◯
54	Stone Edge	Rock	Physical	100	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Flail	Normal	Physical	—	100	15	Normal	◯
Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
Block	Normal	Status	—	—	5	Normal	—
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Rock Blast	Rock	Physical	25	80	10	Normal	—

No. 096 | Hypnosis Pokémon
Drowzee

Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 71.4 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Insomnia
- Forewarn

EGG GROUP
Human-Like

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★☆ POWER ★★★☆ SKILL ★★☆ STAMINA ★★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 34
Pokémon SoulSilver	Route 34
Pokémon Diamond	Route 215 (mass outbreak)
Pokémon Pearl	Route 215 (mass outbreak)
Pokémon Platinum	Route 215 (mass outbreak)

Pokémon HeartGold
If you think that you had a good dream but you can't remember it, a DROWZEE has probably eaten it.

Pokémon SoulSilver
It remembers every dream it eats. It rarely eats the dreams of adults because children's are much tastier.

EVOLUTION



Drowzee → Hypno

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	◯
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
7	Disable	Normal	Status	—	80	20	Normal	—
9	Confusion	Psychic	Special	50	100	25	Normal	—
15	Headbutt	Normal	Physical	70	100	15	Normal	◯
18	Poison Gas	Poison	Status	—	55	40	Normal	—
21	Meditate	Psychic	Status	—	—	40	Self	—
26	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Psych Up	Normal	Status	—	—	10	Normal	—
32	Headbutt	Normal	Physical	70	100	15	Normal	◯
37	Swagger	Normal	Status	—	90	15	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
43	Nasty Plot	Dark	Status	—	—	20	Self	—
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
53	Future Sight	Psychic	Special	80	90	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Barrier	Psychic	Status	—	—	30	Self	—
Assist	Normal	Status	—	—	20	Depends	—
Role Play	Psychic	Status	—	—	10	Normal	—
Fire Punch	Fire	Physical	75	100	15	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Nasty Plot	Dark	Status	—	—	20	Self	—
Flatter	Dark	Status	—	100	15	Normal	—
Psycho Cut	Psychic	Physical	70	100	20	Normal	—
Guard Swap	Psychic	Status	—	—	10	Normal	—

To Contents

No. 097 | Hypnosis Pokémon
Hypno

Psychic

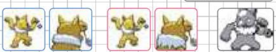


● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'03"
● WEIGHT: 166.7 lbs.
● ITEMS: None



● MALE FORM
Shorter mane

● FEMALE FORM
Longer mane

● POKÉWALKER

ABILITIES
- Insomnia
- Forewarn

EGG GROUP
Human-Like

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★ JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Safari Zone (Swamp Area, night only)
Pokémon SoulSilver	Safari Zone (Swamp Area, night only)
Pokémon Diamond	Level up Drowzee to Lv. 26
Pokémon Pearl	Level up Drowzee to Lv. 26
Pokémon Platinum	Level up Drowzee to Lv. 26

Pokémon HeartGold
When it is very hungry, it puts humans it meets to sleep, then it feasts on their dreams.

Pokémon SoulSilver
Always holding a pendulum that it swings at a steady rhythm, it causes drowsiness in anyone nearby.

EVOLUTION



Drowzee → Lv. 26 → Hypno

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Nightmare	Ghost	Status	—	100	15	Normal	—
1	Switcheroo	Dark	Status	—	100	10	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	◯
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
7	Disable	Normal	Status	—	80	20	Normal	—
9	Confusion	Psychic	Special	50	100	25	Normal	—
15	Headbutt	Normal	Physical	70	100	15	Normal	◯
18	Poison Gas	Poison	Status	—	55	40	Normal	—
21	Meditate	Psychic	Status	—	—	40	Self	—
28	Psybeam	Psychic	Special	65	100	20	Normal	—
33	Psych Up	Normal	Status	—	—	10	Normal	—
38	Headbutt	Normal	Physical	70	100	15	Normal	◯
45	Swagger	Normal	Status	—	90	15	Normal	—
50	Psychic	Psychic	Special	90	100	10	Normal	—
55	Nasty Plot	Dark	Status	—	—	20	Self	—
64	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
69	Future Sight	Psychic	Special	80	90	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 098 | River Crab Pokémon
Krabby

Water

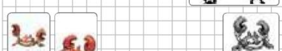


● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 14.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Hyper Cutter
- Shell Armor

EGG GROUP
Water 3

STATS
HP ●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★ SKILL ★☆☆ STAMINA ★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Whirl Islands
Pokémon SoulSilver	Whirl Islands
Pokémon Diamond	Route 226 (mass outbreak)
Pokémon Pearl	Route 226 (mass outbreak)
Pokémon Platinum	Route 226 (mass outbreak)

Pokémon HeartGold
If it senses danger approaching, it cloaks itself with bubbles from its mouth so it will look bigger.

Pokémon SoulSilver
The pincers break off easily. If it loses a pincer, it somehow becomes incapable of walking sideways.

EVOLUTION



Krabby → Lv. 28 → Kingler

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
5	ViceGrip	Normal	Physical	55	100	30	Normal	◯
9	Leer	Normal	Status	—	100	30	2 Foes	—
11	Harden	Normal	Status	—	—	30	Self	—
15	BubbleBeam	Water	Special	65	100	20	Normal	—
19	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	◯
25	Stomp	Normal	Physical	65	100	20	Normal	◯
29	Protect	Normal	Status	—	—	10	Self	—
31	Guillotine	Normal	Physical	—	30	5	Normal	◯
35	Slam	Normal	Physical	80	75	20	Normal	◯
39	Brine	Water	Special	65	100	10	Normal	—
41	Crabhammer	Water	Physical	90	85	10	Normal	◯
45	Flail	Normal	Physical	—	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

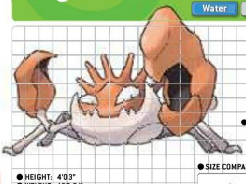
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dig	Ground	Physical	80	100	10	Normal	◯
Haze	Ice	Status			30	All	—
Amnesia	Psychic	Status			20	Self	—
Flail	Normal	Physical		100	15	Normal	◯
Slam	Normal	Physical	80	75	20	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Swords Dance	Normal	Status			30	Self	—
Tickle	Normal	Status		100	20	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Agility	Psychic	Status			30	Self	—

To Contents

No. 099 | Pincer Pokémon
Kingler

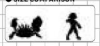
Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 4'03"
● WEIGHT: 132.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Hyper Cutter
- Shell Armor

EGG GROUP
Water 3

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Cliff Cave
Pokémon SoulSilver	Cliff Cave
Pokémon Diamond	Level up Krabby to Lv. 28
Pokémon Pearl	Level up Krabby to Lv. 28
Pokémon Platinum	Level up Krabby to Lv. 28

Pokémon HeartGold
It can hardly lift its massive, overgrown pincer. The pincer's size makes it difficult to aim properly.

Pokémon SoulSilver
Its pincers grow peculiarly large. If it lifts the pincers too fast, it loses its balance and staggers.

EVOLUTION



Krabby → Kingler

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	ViceGrip	Normal	Physical	55	100	30	Normal	○
5	ViceGrip	Normal	Physical	55	100	30	Normal	○
9	Leer	Normal	Status	—	100	30	2 Foes	—
11	Harden	Normal	Status	—	—	30	Self	—
15	BubbleBeam	Water	Special	65	100	20	Normal	—
19	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Stomp	Normal	Physical	65	100	20	Normal	○
32	Protect	Normal	Status	—	—	10	Self	—
37	Guillotine	Normal	Physical	—	30	5	Normal	○
44	Slam	Normal	Physical	80	75	20	Normal	○
51	Brine	Water	Special	65	100	10	Normal	—
56	Crabhammer	Water	Physical	90	85	10	Normal	○
63	Flail	Normal	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

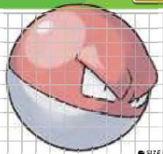
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 100 | Ball Pokémon
Voltorb

Electric



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 22.9 lbs.
● ITEMS: None



● GENDER UNKNOWN

● POKÉWALKER

ABILITIES
- Soundproof
- Static

EGG GROUP
Mineral

STATS
HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★★
POWER ★☆
SKILL ★★★
STAMINA ★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 10
Pokémon SoulSilver	Route 10
Pokémon Diamond	Route 218 (mass outbreak)
Pokémon Pearl	Route 218 (mass outbreak)
Pokémon Platinum	Route 218 (mass outbreak)

Pokémon HeartGold
It rolls to move. If the ground is uneven, a sudden jolt from hitting a bump can cause it to explode.

Pokémon SoulSilver
It was discovered when Poké Balls were introduced. It is said that there is some connection.

EVOLUTION



Voltorb → Electrode

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Charge	Electric	Status	—	—	20	Self	—
5	Tackle	Normal	Physical	35	95	35	Normal	○
8	SonicBoom	Normal	Special	—	90	20	Normal	—
12	Spark	Electric	Physical	65	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Screech	Normal	Status	—	85	40	Normal	—
22	Light Screen	Psychic	Status	—	—	30	2 Allies	—
26	Charge Beam	Electric	Special	50	90	10	Normal	—
29	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
33	Swift	Normal	Special	60	—	20	2 Foes	—
36	Magnet Rise	Electric	Status	—	—	10	Self	—
40	Gyro Ball	Steel	Physical	—	100	5	Normal	○
43	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
47	Mirror Coat	Psychic	Special	—	100	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 101 | Ball Pokémon
Electrode

Electric



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 146.8 lbs.
- ITEMS: None

GENDER UNKNOWN

POKÉWALKER

ABILITIES
- Soundproof
- Static

EGG GROUP
Mineral

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●●●

PERFORMANCE
SPEED ★★★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆☆

Pokémon HeartGold
It is dangerous. If it has too much electricity and has nothing to do, it amuses itself by exploding.

Pokémon SoulSilver
It stores an overflowing amount of electric energy inside its body. Even a small shock makes it explode.

EVOLUTION



Voltorb → Electrode

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Team Rocket's HQ (story event)
Pokémon SoulSilver	Team Rocket's HQ (story event)
Pokémon Diamond	Level up Voltorb to Lv. 30
Pokémon Pearl	Level up Voltorb to Lv. 30
Pokémon Platinum	Level up Voltorb to Lv. 30

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Charge	Electric	Status	—	—	20	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Spark	Electric	Physical	65	100	20	Normal	◯
5	Tackle	Normal	Physical	35	95	35	Normal	◯
8	SonicBoom	Normal	Special	—	90	20	Normal	—
12	Spark	Electric	Physical	65	100	20	Normal	◯
15	Rollout	Rock	Physical	30	90	20	Normal	◯
19	Screech	Normal	Status	—	85	40	Normal	—
22	Light Screen	Psychic	Status	—	—	30	2 Allies	—
26	Charge Beam	Electric	Special	50	90	10	Normal	—
29	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
35	Swift	Normal	Special	60	—	20	2 Foes	—
40	Magnet Rise	Electric	Status	—	—	10	Self	—
46	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
51	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
57	Mirror Coat	Psychic	Special	—	100	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

No. 102 | Egg Pokémon
Exeggcute

Grass Psychic



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 5.5 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITY
- Chlorophyll

EGG GROUP
Grass

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★☆

Pokémon HeartGold
Their shells are very durable. Even if they crack, they can survive without spilling their contents.

Pokémon SoulSilver
Using telepathy only they can employ, they always form a cluster of six EXEGGCUTE.

EVOLUTION



Exeggcute → Exeggutor

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	New Bark Town (use Headbutt)
Pokémon SoulSilver	New Bark Town (use Headbutt)
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex (changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex (changes daily)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex (changes daily)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Barrage	Normal	Physical	15	85	20	Normal	—
1	Uproar	Normal	Special	50	100	10	1 Random	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
7	Reflect	Psychic	Status	—	—	20	2 Allies	—
11	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Bullet Seed	Grass	Physical	10	100	30	Normal	—
19	Stun Spore	Grass	Status	—	75	30	Normal	—
21	PoisonPowder	Poison	Status	—	75	35	Normal	—
23	Sleep Powder	Grass	Status	—	75	15	Normal	—
27	Confusion	Psychic	Special	50	100	25	Normal	—
33	Worry Seed	Grass	Status	—	100	10	Normal	—
37	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	SolarBeam	Grass	Special	120	100	10	Normal	—
47	Psychic	Psychic	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Synthesis	Grass	Status	—	—	5	Self	—
Moonlight	Normal	Status	—	—	5	Self	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
AncientPower	Rock	Special	60	100	5	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Ingrain	Grass	Status	—	—	20	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Nature Power	Normal	Status	—	—	20	Depends	—
Lucky Chant	Normal	Status	—	—	30	2 Allies	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Power Swap	Psychic	Status	—	—	10	Normal	—

To Contents

No. 103 | Coconut Pokémon
Exeggutor
Grass | Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 6'07"
- WEIGHT: 264.6 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: Its three heads think independently. However, they are friendly and never appear to squabble.

Pokémon SoulSilver: If a head drops off, it emits a telepathic call in search of others to form an EXEGGCUTE cluster.

EVOLUTION


ABILITY
- Chlorophyll

EGG GROUP
Grass

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆ | POWER ★★★☆ | SKILL ★★★ | STAMINA ★★★★ | JUMP ★★☆

MAIN WAYS TO OBTAIN
- **Pokémon HeartGold:** Use the Leaf Stone on Exeggcute
- **Pokémon SoulSilver:** Use the Leaf Stone on Exeggcute
- **Pokémon Diamond:** Use the Leaf Stone on Exeggcute
- **Pokémon Pearl:** Use the Leaf Stone on Exeggcute
- **Pokémon Platinum:** Use the Leaf Stone on Exeggcute

LEVEL-UP AND LEARNED MOVES
Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Seed Bomb	Grass	Physical	80	100	15	Normal	—
1	Barrage	Normal	Physical	15	85	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Stomp	Normal	Physical	65	100	20	Normal	◯
17	Stomp	Normal	Physical	65	100	20	Normal	◯
27	Egg Bomb	Normal	Physical	100	75	10	Normal	—
37	Wood Hammer	Grass	Physical	120	100	15	Normal	◯
47	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVE MANIAC
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Gravity	Psychic	Status	—	—	5	All	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯

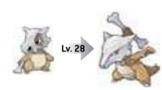
No. 104 | Lonely Pokémon
Cubone
Ground



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 14.3 lbs.
- ITEMS: Thick Club
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: If it is sad or lonely, the skull it wears shakes and emits a plaintive and mournful sound.

Pokémon SoulSilver: It always wears the skull of its dead mother, so no one has any idea what its hidden face looks like.

EVOLUTION


ABILITIES
- Rock Head
- Lightningrod

EGG GROUP
Monster

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★ | POWER ★★☆☆☆ | SKILL ★★★ | STAMINA ★★☆ | JUMP ★★★

MAIN WAYS TO OBTAIN
- **Pokémon HeartGold:** Safari Zone (Desert Area, morning and afternoon only)
- **Pokémon SoulSilver:** Safari Zone (Desert Area, morning and afternoon only)
- **Pokémon Diamond:** Route 203 (mass outbreak)
- **Pokémon Pearl:** Route 203 (mass outbreak)
- **Pokémon Platinum:** Route 203 (mass outbreak)

LEVEL-UP AND LEARNED MOVES
Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
3	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bone Club	Ground	Physical	65	85	20	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	◯
13	Leer	Normal	Status	—	100	30	2 Foes	—
17	Focus Energy	Normal	Status	—	—	30	Self	—
21	Bonemerang	Ground	Physical	50	90	10	Normal	—
23	Rage	Normal	Physical	20	100	20	Normal	◯
27	False Swipe	Normal	Physical	40	100	40	Normal	◯
31	Thrash	Normal	Physical	90	100	20	1 Random	◯
33	Fling	Dark	Physical	—	100	10	Normal	—
37	Bone Rush	Ground	Physical	25	80	10	Normal	—
41	Endeavor	Normal	Physical	—	100	5	Normal	◯
43	Double-Edge	Normal	Physical	120	100	15	Normal	◯

MOVE MANIAC
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◯
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

EGG MOVES
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
AncientPower	Rock	Special	60	100	5	Normal	—
Belly Drum	Normal	Status	—	—	10	Self	—
Screech	Normal	Status	—	85	40	Normal	—
Skull Bash	Normal	Physical	100	100	15	Normal	◯
Perish Song	Normal	Status	—	—	5	All	—
Swords Dance	Normal	Status	—	—	30	Self	—
Double Kick	Fighting	Physical	30	100	30	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Detect	Fighting	Status	—	—	5	Self	—

To Contents

No. 105 | Bone Keeper Pokémon
Marowak

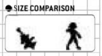
Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 99.2 lbs.
● ITEMS: Thick Club



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Rock Head
- Lightningrod

EGG GROUP
Monster

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★☆ STAMINA ★★★★
SKILL ★★★ JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Desert Area, morning and afternoon only)
Pokémon SoulSilver	Safari Zone (Desert Area, morning and afternoon only)
Pokémon Diamond	Level up Cubone to Lv. 28
Pokémon Pearl	Level up Cubone to Lv. 28
Pokémon Platinum	Level up Cubone to Lv. 28

Pokémon HeartGold
It has been seen pounding boulders with the bone it carries in order to tap out messages to others.

Pokémon SoulSilver
It collects bones from an unknown place. Some whisper that a MAROWAK graveyard exists somewhere in the world.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Bone Club	Ground	Physical	65	85	20	Normal	—
1	Headbutt	Normal	Physical	70	100	15	Normal	◯
3	Tail Whip	Normal	Status	—	100	30	2 Foes	—
7	Bone Club	Ground	Physical	65	85	20	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	◯
13	Leer	Normal	Status	—	100	30	2 Foes	—
17	Focus Energy	Normal	Status	—	—	30	Self	—
21	Bonemerang	Ground	Physical	50	90	10	Normal	—
23	Rage	Normal	Physical	20	100	20	Normal	◯
27	False Swipe	Normal	Physical	40	100	40	Normal	◯
33	Thrash	Normal	Physical	90	100	20	1 Random	◯
37	Fling	Dark	Physical	—	100	10	Normal	—
43	Bone Rush	Ground	Physical	25	80	10	Normal	—
49	Endeavor	Normal	Physical	—	100	5	Normal	◯
53	Double-Edge	Normal	Physical	120	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Earth Power	Ground	Special	90	100	10	Normal	◯
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 106 | Kicking Pokémon
Hitmonlee

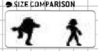
Fighting



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 4'11"
● WEIGHT: 109.8 lbs.
● ITEMS: None



● MALE FORM



● POKÉWALKER

ABILITIES
- Limber
- Reckless

EGG GROUP
Human-Like

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★ POWER ★★★★ STAMINA ★★☆
SKILL ★★☆ JUMP ★★★★

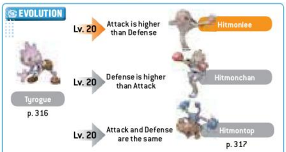
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20
Pokémon SoulSilver	Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20
Pokémon Diamond	Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20
Pokémon Pearl	Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20
Pokémon Platinum	Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

Pokémon HeartGold
This amazing Pokémon has an awesome sense of balance. It can kick in succession from any position.

Pokémon SoulSilver
If it starts kicking repeatedly, both legs will stretch even longer to strike a fleeing foe.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	◯
1	Double Kick	Fighting	Physical	30	100	30	Normal	◯
5	Meditate	Psychic	Status	—	—	40	Self	—
9	Rolling Kick	Fighting	Physical	60	85	15	Normal	◯
13	Jump Kick	Fighting	Physical	85	95	25	Normal	◯
17	Brick Break	Fighting	Physical	75	100	15	Normal	◯
21	Focus Energy	Normal	Status	—	—	30	Self	—
25	Feint	Normal	Physical	50	100	10	Normal	—
29	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	◯
33	Mind Reader	Normal	Status	—	—	5	Normal	—
37	Foresight	Normal	Status	—	—	40	Normal	—
41	Blaze Kick	Fire	Physical	85	90	10	Normal	◯
45	Endure	Normal	Status	—	—	10	Self	—
49	Mega Kick	Normal	Physical	120	75	5	Normal	◯
53	Close Combat	Fighting	Physical	120	100	5	Normal	◯
57	Reversal	Fighting	Physical	—	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Bounce	Flying	Physical	85	85	5	Normal	◯
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

[To Contents]

No. 107 | Punching Pokémon
Hitmonchan

Fighting



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 110.7 lbs.
● ITEMS: None

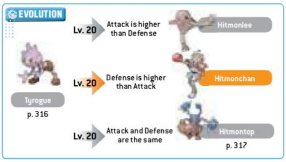
● MALE FORM

● POKÉWALKER

Pokémon HeartGold: Its punches slice the air. However, it seems to need a short break after fighting for three minutes.

Pokémon SoulSilver: Its punches slice the air. They are launched at such high speed, even a slight graze could cause a burn.

EVOLUTION



ABILITIES
- Keen Eye
- Iron Fist

EGG GROUP
Human-Like

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★★☆☆
STAMINA ★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20
Pokémon SoulSilver	Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20
Pokémon Diamond	Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20
Pokémon Pearl	Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20
Pokémon Platinum	Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	◯
1	Comet Punch	Normal	Physical	18	85	15	Normal	◯
6	Agility	Psychic	Status	—	—	30	Self	—
11	Pursuit	Dark	Physical	40	100	20	Normal	◯
16	Mach Punch	Fighting	Physical	40	100	30	Normal	◯
16	Bullet Punch	Steel	Physical	40	100	30	Normal	◯
21	Feint	Normal	Physical	50	100	10	Normal	—
26	Vacuum Wave	Fighting	Special	40	100	30	Normal	—
31	ThunderPunch	Electric	Physical	75	100	15	Normal	◯
31	Ice Punch	Ice	Physical	75	100	15	Normal	◯
31	Fire Punch	Fire	Physical	75	100	15	Normal	◯
36	Sky Uppercut	Fighting	Physical	85	90	15	Normal	◯
41	Mega Punch	Normal	Physical	80	85	20	Normal	◯
46	Detect	Fighting	Status	—	—	5	Self	—
51	Counter	Fighting	Physical	—	100	20	Self	◯
56	Close Combat	Fighting	Physical	120	100	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

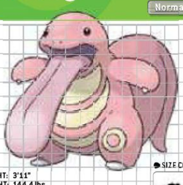
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 108 | Licking Pokémon
Lickitung

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 144.4 lbs.
● ITEMS: Lagging Tail

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

Pokémon HeartGold: Its tongue has well-developed nerves that run to the very tip, so it can be deftly manipulated.

Pokémon SoulSilver: Its long tongue, slathered with a gooey saliva, sticks to anything, so it is very useful.

EVOLUTION



ABILITIES
- Own Tempo
- Oblivious

EGG GROUP
Monster

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 44
Pokémon SoulSilver	Route 44
Pokémon Diamond	Lake Valor (mass outbreak)
Pokémon Pearl	Lake Valor (mass outbreak)
Pokémon Platinum	Route 215

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Lick	Ghost	Physical	20	100	30	Normal	◯
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Knock Off	Dark	Physical	20	100	20	Normal	◯
17	Wrap	Normal	Physical	15	85	20	Normal	◯
21	Stomp	Normal	Physical	65	100	20	Normal	◯
25	Disable	Normal	Status	—	80	20	Normal	—
29	Slam	Normal	Physical	80	75	20	Normal	◯
33	Rollout	Rock	Physical	30	90	20	Normal	◯
37	Me First	Normal	Status	—	—	20	Depends	—
41	Refresh	Normal	Status	—	—	20	Self	—
45	Screech	Normal	Status	—	85	40	Normal	—
49	Power Whip	Grass	Physical	120	85	10	Normal	◯
53	Wring Out	Normal	Special	—	100	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

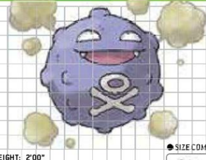
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Belly Drum	Normal	Status	—	—	10	Self	—
Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
Body Slam	Normal	Physical	85	100	15	Normal	◯
Curse	???	Status	—	—	10	Normal/Self	—
SmellingSalt	Normal	Physical	60	100	10	Normal	◯
Sleep Talk	Normal	Status	—	—	10	Depends	—
Snore	Normal	Special	40	100	15	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Amnesia	Psychic	Status	—	—	20	Self	—
Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
Muddy Water	Water	Special	95	85	10	2 Foes	—

To Contents

No. 109 | Poison Gas Pokémon
Koffing

Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'00"
- WEIGHT: 2.2 lbs.
- ITEMS: Smoke Ball
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Levitate

EGG GROUP
Amorphous

STATS
HP ●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★
STAMINA ★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Burned Tower
Pokémon SoulSilver	Burned Tower
Pokémon Diamond	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Pearl	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Platinum	Stark Mountain interior 2

Pokémon HeartGold
Its thin, filmy body is filled with gases that cause constant sniffles, coughs and teary eyes.

Pokémon SoulSilver
The poisonous gases it contains are a little bit lighter than air, keeping it slightly airborne.

EVOLUTION



Koffing → Weezing

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Smog	Poison	Special	20	70	20	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
15	Assurance	Dark	Physical	50	100	10	Normal	○
19	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
24	Sludge	Poison	Special	65	100	20	Normal	—
28	Haze	Ice	Status	—	—	30	All	—
33	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
42	Sludge Bomb	Poison	Special	90	100	10	Normal	—
46	Destiny Bond	Ghost	Status	—	—	5	Self	—
51	Memento	Dark	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Rollout	Rock	Physical	30	90	20	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Screech	Normal	Status	—	85	40	Normal	—
Psywave	Psychic	Special	—	80	15	Normal	—
Psybeam	Psychic	Special	65	100	20	Normal	—
Destiny Bond	Ghost	Status	—	—	5	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—
Will-O-Wisp	Fire	Status	—	75	15	Normal	—
Grudge	Ghost	Status	—	—	5	Self	—
Spite	Ghost	Status	—	100	10	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—

No. 110 | Poison Gas Pokémon
Weezing

Poison



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 20.9 lbs.
- ITEMS: Smoke Ball
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Levitate

EGG GROUP
Amorphous

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Marshland Area, morning and afternoon only)
Pokémon SoulSilver	Safari Zone (Marshland Area, morning and afternoon only)
Pokémon Diamond	Route 227
Pokémon Pearl	Route 227
Pokémon Platinum	Route 227

Pokémon HeartGold
If one of the twin KOFFING inflates, the other one deflates. It constantly mixes its poisonous gases.

Pokémon SoulSilver
Top-grade perfume is made using its internal poison gases by diluting them to the highest level.

EVOLUTION



Koffing → Weezing

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Smog	Poison	Special	20	70	20	Normal	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
6	Smog	Poison	Special	20	70	20	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
15	Assurance	Dark	Physical	50	100	10	Normal	○
19	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
24	Sludge	Poison	Special	65	100	20	Normal	—
28	Haze	Ice	Status	—	—	30	All	—
33	Double Hit	Normal	Physical	35	90	10	Normal	○
40	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
48	Sludge Bomb	Poison	Special	90	100	10	Normal	—
55	Destiny Bond	Ghost	Status	—	—	5	Self	—
63	Memento	Dark	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Rollout	Rock	Physical	30	90	20	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 111 | Spikes Pokémon
Rhyhorn

Ground | Rock



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 253.5 lbs.
- ITEMS: None



- MALE FORM: Longer horn
- FEMALE FORM: Shorter horn
- POKÉWALKER

ABILITIES
- Lightningrod
- Rock Head

EGG GROUPS
- Monster
- Field

STATS
- HP ●●●
- ATTACK ●●●●
- DEFENSE ●●●●
- SP. ATTACK ●
- SP. DEFENSE ●
- SPEED ●

PERFORMANCE
SPEED ★★☆☆☆ POWER ★★★☆☆ SKILL ★☆ STAMINA ★★★☆ JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Victory Road
Pokémon SoulSilver	Victory Road
Pokémon Diamond	Route 227
Pokémon Pearl	Route 227
Pokémon Platinum	Route 214

Pokémon HeartGold: It is inept at turning because of its four short legs. It can only charge and run in one direction.

Pokémon SoulSilver: It doesn't care if there is anything in its way. It just charges and destroys all obstacles.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Horn Attack	Normal	Physical	65	100	25	Normal	◯
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Stomp	Normal	Physical	65	100	20	Normal	◯
13	Fury Attack	Normal	Physical	15	85	20	Normal	◯
21	Scary Face	Normal	Status	—	90	10	Normal	—
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Take Down	Normal	Physical	90	85	20	Normal	◯
37	Horn Drill	Normal	Physical	—	30	5	Normal	◯
45	Stone Edge	Rock	Physical	100	80	5	Normal	—
49	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
57	Megahorn	Bug	Physical	120	85	10	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	◯
Reversal	Fighting	Physical	—	100	15	Normal	◯
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Counter	Fighting	Physical	—	100	20	Self	◯
Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
Swords Dance	Normal	Status	—	—	30	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Crush Claw	Normal	Physical	75	95	10	Normal	◯
Dragon Rush	Dragon	Physical	100	75	10	Normal	◯
Ice Fang	Ice	Physical	65	95	15	Normal	◯
Fire Fang	Fire	Physical	65	95	15	Normal	◯
Thunder Fang	Electric	Physical	65	95	15	Normal	◯
Skull Bash	Normal	Physical	100	100	15	Normal	◯

No. 112 | Drill Pokémon
Rhydon

Ground | Rock



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 264.6 lbs.
- ITEMS: None



- MALE FORM: Longer horn
- FEMALE FORM: Shorter horn
- POKÉWALKER

ABILITIES
- Lightningrod
- Rock Head

EGG GROUPS
- Monster
- Field

STATS
- HP ●●●●
- ATTACK ●●●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★ POWER ★★★★☆ SKILL ★★☆ STAMINA ★★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Route 227
Pokémon Pearl	Route 227
Pokémon Platinum	Victory Road 1F

Pokémon HeartGold: Its rugged hide protects it from even the heat of lava. However, the hide also makes it insensitive.

Pokémon SoulSilver: Its brain developed when it began walking on hind legs. Its thick hide protects it even in magma.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Horn Attack	Normal	Physical	65	100	25	Normal	◯
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Stomp	Normal	Physical	65	100	20	Normal	◯
1	Fury Attack	Normal	Physical	15	85	20	Normal	◯
9	Stomp	Normal	Physical	65	100	20	Normal	◯
13	Fury Attack	Normal	Physical	15	85	20	Normal	◯
21	Scary Face	Normal	Status	—	90	10	Normal	—
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Take Down	Normal	Physical	90	85	20	Normal	◯
37	Horn Drill	Normal	Physical	—	30	5	Normal	◯
42	Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
45	Stone Edge	Rock	Physical	100	80	5	Normal	—
49	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
57	Megahorn	Bug	Physical	120	85	10	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 113 | Egg Pokémon
Chansey

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'07"
- WEIGHT: 76.3 lbs.
- ITEMS: Oval Stone, Lucky Egg

FEMALE FORM · POKÉWALKER

ABILITIES
- Natural Cure
- Serene Grace

EGG GROUP: Fairy

STATS: HP ●●●●●● / ATTACK ● / DEFENSE ● / SP. ATTACK ● / SP. DEFENSE ●●●● / SPEED ●●

PERFORMANCE: SPEED ★★☆ · POWER ★☆☆☆ · SKILL ★☆☆☆ · STAMINA ★★★★★ · JUMP ★★★

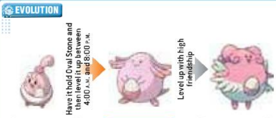
MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	Route 13 or level up Happiny while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.
Pokémon SoulSilver	Route 13 or level up Happiny while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.
Pokémon Diamond	Route 209 or level up Happiny while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.
Pokémon Pearl	Route 209 or level up Happiny while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.
Pokémon Platinum	Route 209 or level up Happiny while it holds the Oval Stone between 4:00 A.M. and 8:00 P.M.

Pokémon HeartGold: It walks carefully to prevent its egg from breaking. However, it is extremely fast at running away.

Pokémon SoulSilver: Being few in number and difficult to capture, it is said to bring happiness to the Trainer who catches it.

EVOLUTION



Happiny p. 421 → Chansey → Blissey p. 319

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Refresh	Normal	Status	—	—	20	Self	—
12	Softboiled	Normal	Status	—	—	10	Self	—
16	DoubleSlap	Normal	Physical	15	85	10	Normal	○
20	Minimize	Normal	Status	—	—	20	Self	—
23	Sing	Normal	Status	—	55	15	Normal	—
27	Fling	Dark	Physical	—	100	10	Normal	—
31	Defense Curl	Normal	Status	—	—	40	Self	—
34	Light Screen	Psychic	Status	—	—	30	2 Allies	—
38	Egg Bomb	Normal	Physical	100	75	10	Normal	—
42	Healing Wish	Psychic	Status	—	—	10	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○

TM & HM MOVES

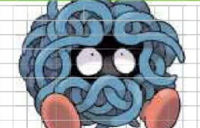
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Metronome	Normal	Status	—	—	10	Depends	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Aromatherapy	Grass	Status	—	—	5	All Allies	—
Substitute	Normal	Status	—	—	10	Self	—
Counter	Fighting	Physical	—	100	20	Self	○
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Gravity	Psychic	Status	—	—	5	All	—
Mud Bomb	Ground	Special	65	85	10	Normal	—

No. 114 | Vine Pokémon
Tangela

Grass



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'03"
- WEIGHT: 77.2 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM · POKÉWALKER

ABILITIES
- Chlorophyll
- Leaf Guard

EGG GROUP: Grass

STATS: HP ●● / ATTACK ●● / DEFENSE ●●●●● / SP. ATTACK ●●●● / SP. DEFENSE ●● / SPEED ●●●

PERFORMANCE: SPEED ★★☆ · POWER ★★☆☆ · SKILL ★★★★ · STAMINA ★★★☆ · JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	Route 44
Pokémon SoulSilver	Route 44
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	Pastoria Great Marsh

Pokémon HeartGold: The vines that cloak its entire body are always jiggling. They effectively unnerve its foes.

Pokémon SoulSilver: It tangles any moving thing with its vines. Their subtle shaking is ticklish if you get ensnared.

EVOLUTION



Tangela → Tangrowth p. 433

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ingrain	Grass	Status	—	—	20	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
5	Sleep Powder	Grass	Status	—	75	15	Normal	—
8	Absorb	Grass	Special	20	100	25	Normal	—
12	Growth	Normal	Status	—	—	40	Self	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
19	Vine Whip	Grass	Physical	35	100	15	Normal	○
22	Bind	Normal	Physical	15	75	20	Normal	○
26	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Stun Spore	Grass	Status	—	75	30	Normal	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
36	Knock Off	Dark	Physical	20	100	20	Normal	○
40	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	Slam	Normal	Physical	80	75	20	Normal	○
47	Tickle	Normal	Status	—	100	20	Normal	—
50	Wring Out	Normal	Special	—	100	5	Normal	○
54	Power Whip	Grass	Physical	120	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Confusion	Psychic	Special	50	100	25	Normal	—
Mega Drain	Grass	Special	40	100	15	Normal	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
Amnesia	Psychic	Status	—	—	20	Self	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Nature Power	Normal	Status	—	—	20	Depends	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Leaf Storm	Grass	Special	140	90	5	Normal	—
Power Swap	Psychic	Status	—	—	10	Normal	—

To Contents

No. 115 | Parent Pokémon
Kangaskhan

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 7'03"
● WEIGHT: 176.4 lbs.
● ITEMS: None



● FEMALE FORM



● POKÉWALKER

ABILITIES
- Early Bird
- Scrappy

EGG GROUP
Monster

STATS
HP ●●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆☆ POWER ★★★☆☆ SKILL ★★☆☆ STAMINA ★★★☆☆ JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Wasteland Area, morning and afternoon only)
Pokémon SoulSilver	Safari Zone (Wasteland Area, morning and afternoon only)
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon HeartGold
If it is safe, the young gets out of the belly pouch to play. The adult keeps a close eye on the youngster.

Pokémon SoulSilver
To protect its young, it will never give up during battle, no matter how badly wounded it is.

● EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Comet Punch	Normal	Physical	18	85	15	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Fake Out	Normal	Physical	40	100	10	Normal	○
10	Tail Whip	Normal	Status	—	100	30	2 Foes	—
13	Bite	Dark	Physical	60	100	25	Normal	○
19	Mega Punch	Normal	Physical	80	85	20	Normal	○
22	Rage	Normal	Physical	20	100	20	Normal	○
25	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
31	Crunch	Dark	Physical	80	100	15	Normal	○
34	Endure	Normal	Status	—	—	10	Self	—
37	Outrage	Dragon	Physical	120	100	15	1 Random	○
43	Double Hit	Normal	Physical	35	90	10	Normal	○
46	Sucker Punch	Dark	Physical	80	100	5	Normal	○
49	Reversal	Fighting	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

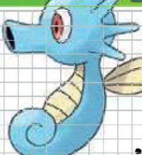
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Stomp	Normal	Physical	65	100	20	Normal	○
Foresight	Normal	Status	—	—	40	Normal	—
Focus Energy	Normal	Status	—	—	30	Self	—
Safeguard	Normal	Status	—	—	25	2 Allies	—
Disable	Normal	Status	—	80	20	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Crush Claw	Normal	Physical	75	95	10	Normal	○
Substitute	Normal	Status	—	—	10	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Hammer Arm	Fighting	Physical	100	90	10	Normal	○

No. 116 | Dragon Pokémon
Horsea

Water



● WALKING

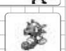
● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 17.6 lbs.
● ITEMS: Dragon Scale



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Swift Swim
- Sniper

EGG GROUPS
Water 1
Dragon

STATS
HP ●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ POWER ★☆☆ SKILL ★★★ STAMINA ★★☆ JUMP ★★★

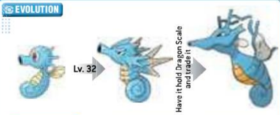
● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Whirl Islands (water surface)
Pokémon SoulSilver	Whirl Islands (water surface)
Pokémon Diamond	Route 226 (Good Rod)
Pokémon Pearl	Route 226 (Good Rod)
Pokémon Platinum	Route 226 (Good Rod)

Pokémon HeartGold
If attacked by a larger enemy, it quickly swims to safety by adeptly controlling its well-developed dorsal fin.

Pokémon SoulSilver
Its big, developed fins move rapidly, allowing it to swim backward while still facing forward.

● EVOLUTION



p. 313

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	2 Foes	—
30	Brine	Water	Special	65	100	10	Normal	—
35	Hydro Pump	Water	Special	120	80	5	Normal	—
38	Dragon Dance	Dragon	Status	—	—	20	Self	—
42	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Aurora Beam	Ice	Special	65	100	20	Normal	—
Octazooka	Water	Special	65	85	10	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
Splash	Normal	Status	—	—	40	Self	—
Dragon Rage	Dragon	Special	—	100	10	Normal	—
DragonBreath	Dragon	Special	60	100	20	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Muddy Water	Water	Special	95	85	10	2 Foes	—

To Contents

No. 117 Dragon Pokémon
Seadra

Water



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 55.1 lbs.
- ITEMS: Dragon Scale

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Poison Point
- Sniper

EGG GROUPS
- Water 1
- Dragon

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★☆
- SKILL ★★★★
- STAMINA ★★★☆
- JUMP ★★☆

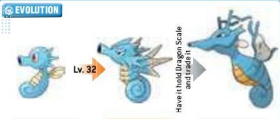
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Whirl Islands, entrance to the Waterfall Basin (water surface)
Pokémon SoulSilver	Whirl Islands, entrance to the Waterfall Basin (water surface)
Pokémon Diamond	Route 226 (Super Rod)
Pokémon Pearl	Route 226 (Super Rod)
Pokémon Platinum	Route 226 (Super Rod)

Pokémon HeartGold
An examination of its cells revealed the presence of a gene not found in HORSEA. It became a hot topic.

Pokémon SoulSilver
Its fin-tips leak poison. Its fins and bones are highly valued as ingredients in herbal medicine.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	2 Foes	—
30	Brine	Water	Special	65	100	10	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
48	Dragon Dance	Dragon	Status	—	—	20	Self	—
57	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 118 Goldfish Pokémon
Goldeen

Water



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 33.1 lbs.
- ITEMS: None

- MALE FORM
Longer horn
- FEMALE FORM
Shorter horn
- POKÉWALKER

ABILITIES
- Swift Swim
- Water Veil

EGG GROUP
- Water 2

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★★☆
- POWER ★★☆☆
- SKILL ★★☆
- STAMINA ★☆
- JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	SLOWPOKE Well (Old Rod)
Pokémon SoulSilver	SLOWPOKE Well (Old Rod)
Pokémon Diamond	Route 203 (Good Rod)
Pokémon Pearl	Route 203 (Good Rod)
Pokémon Platinum	Route 203 (Good Rod)

Pokémon HeartGold
Its dorsal, pectoral and tail fins wave elegantly in water. That is why it is known as the water dancer.

Pokémon SoulSilver
A strong swimmer, it is capable of swimming nonstop up fast streams at a steady speed of five knots per hour.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
7	Supersonic	Normal	Status	—	55	20	Normal	—
11	Horn Attack	Normal	Physical	65	100	25	Normal	◯
17	Water Pulse	Water	Special	60	100	20	Normal	—
21	Flail	Normal	Physical	—	100	15	Normal	◯
27	Aqua Ring	Water	Status	—	—	20	Self	—
31	Fury Attack	Normal	Physical	15	85	20	Normal	◯
37	Waterfall	Water	Physical	80	100	15	Normal	◯
41	Horn Drill	Normal	Physical	—	30	5	Normal	◯
47	Agility	Psychic	Status	—	—	30	Self	—
51	Megahorn	Bug	Physical	120	85	10	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Bounce	Flying	Physical	85	85	5	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psybeam	Psychic	Special	65	100	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Hydro Pump	Water	Special	120	80	5	Normal	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Mud Sport	Ground	Status	—	—	15	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Body Slam	Normal	Physical	85	100	15	Normal	◯

To Contents

No. 119 | Goldfish Pokémon
Seaking

Water



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 86.0 lbs.
- ITEMS: None

- MALE FORM: Longer horn
- FEMALE FORM: Shorter horn
- POKÉWALKER

ABILITIES
- Swift Swim
- Water Veil

EGG GROUP
Water 2

STATS
- HP ●●●
- ATTACK ●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★☆☆
- POWER ★★★☆
- SKILL ★★☆
- STAMINA ★★★
- JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 42 (water surface)
Pokémon SoulSilver	Route 42 (water surface)
Pokémon Diamond	Route 203 (Super Rod)
Pokémon Pearl	Route 203 (Super Rod)
Pokémon Platinum	Route 203 (Super Rod)

Pokémon HeartGold
During spawning season, SEAKING gather from all over, causing rivers to appear a brilliant red.

Pokémon SoulSilver
Using its horn, it bores holes in riverbed boulders, making nests to prevent its eggs from washing away.

EVOLUTION



Goldeen → Seaking

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	◯
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
7	Supersonic	Normal	Status	—	55	20	Normal	—
11	Horn Attack	Normal	Physical	65	100	25	Normal	◯
17	Water Pulse	Water	Special	60	100	20	Normal	—
21	Flail	Normal	Physical	—	100	15	Normal	◯
27	Aqua Ring	Water	Status	—	—	20	Self	—
31	Fury Attack	Normal	Physical	15	85	20	Normal	◯
40	Waterfall	Water	Physical	80	100	15	Normal	◯
47	Horn Drill	Normal	Physical	—	30	5	Normal	◯
56	Agility	Psychic	Status	—	—	30	Self	—
63	Megahorn	Bug	Physical	120	85	10	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Bounce	Flying	Physical	85	85	5	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 120 | Star Shape Pokémon
Staryu

Water



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'07"
- WEIGHT: 76.1 lbs.
- ITEMS: Stardust, Star Piece

- GENDER UNKNOWN
- POKÉWALKER

ABILITIES
- Illuminate
- Natural Cure

EGG GROUP
Water 3

STATS
- HP ●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★★★★☆
- POWER ★☆☆
- SKILL ★★★
- STAMINA ★★☆
- JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Cherrygrove City (Good Rod, night only)
Pokémon SoulSilver	Cherrygrove City (Good Rod, night only)
Pokémon Diamond	Canalave City (Super Rod
Pokémon Pearl	Canalave City (Super Rod
Pokémon Platinum	Canalave City (Super Rod

Pokémon HeartGold
At night, the middle of its body slowly flickers with the same rhythm as a human heartbeat.

Pokémon SoulSilver
Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

EVOLUTION



Staryu → Starmie

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Rapid Spin	Normal	Physical	20	100	40	Normal	◯
15	Recover	Normal	Status	—	—	10	Self	—
19	Camouflage	Normal	Status	—	—	20	Self	—
24	Swift	Normal	Special	60	—	20	2 Foes	—
28	BubbleBeam	Water	Special	65	100	20	Normal	—
33	Minimize	Normal	Status	—	—	20	Self	—
37	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
42	Light Screen	Psychic	Status	—	—	30	2 Allies	—
46	Power Gem	Rock	Special	70	100	20	Normal	—
51	Cosmic Power	Psychic	Status	—	—	20	Self	—
55	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

To Contents

No. 121 | Mysterious Pokémon
Starmie

Water | Psychic



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 3'07"
- WEIGHT: 176.4 lbs.
- ITEMS: None

GENDER UNKNOWN

POKÉWALKER

ABILITIES
- Illuminate
- Natural Cure

EGG GROUP
Water 3

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆☆☆ SKILL ★★★ STAMINA ★★☆ JUMP ★★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Use Water Stone on Staryu
Pokémon SoulSilver	Use Water Stone on Staryu
Pokémon Diamond	Use Water Stone on Staryu
Pokémon Pearl	Use Water Stone on Staryu
Pokémon Platinum	Use Water Stone on Staryu

Pokémon HeartGold
The middle section of its body is called the core. It glows in a different color each time it is seen.

Pokémon SoulSilver
Regardless of the environment it lives in, its body grows to form a symmetrical geometric shape.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Rapid Spin	Normal	Physical	20	100	40	Normal	◯
1	Recover	Normal	Status	—	—	10	Self	—
1	Swift	Normal	Special	60	—	20	2 Foes	—
28	Confuse Ray	Ghost	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

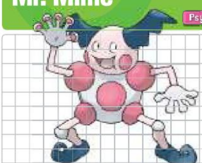
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 122 | Barrier Pokémon
Mr. Mime

Psychic



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 120.1 lbs.
- ITEMS: Leppa Berry

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Soundproof
- Filter

EGG GROUP
Human-Like

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★★

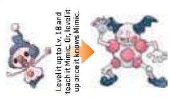
MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Celadon Game Corner prize (3,333 Coins)
Pokémon SoulSilver	Celadon Game Corner prize (3,333 Coins)
Pokémon Diamond	Route 218
Pokémon Pearl	Level up Mime Jr. to Lv. 18 and have it learn Mimic, or level it up once it knows Mimic
Pokémon Platinum	Route 218

Pokémon HeartGold
A skilled mime from birth, it gains the ability to create invisible objects as it matures.

Pokémon SoulSilver
Its fingertips emit a peculiar force field that hardens air to create an actual wall.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Power Swap	Psychic	Status	—	—	10	Normal	—
1	Guard Swap	Psychic	Status	—	—	10	Normal	—
1	Barrier	Psychic	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
4	Copycat	Normal	Status	—	—	20	Depends	—
8	Meditate	Psychic	Status	—	—	40	Self	—
11	Encore	Normal	Status	—	100	5	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	◯
18	Mimic	Normal	Status	—	—	10	Normal	—
22	Light Screen	Psychic	Status	—	—	30	2 Allies	—
22	Reflect	Psychic	Status	—	—	20	2 Allies	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Substitute	Normal	Status	—	—	10	Self	—
32	Recycle	Normal	Status	—	—	10	Self	—
36	Trick	Psychic	Status	—	100	10	Normal	—
39	Psychic	Psychic	Special	90	100	10	Normal	—
43	Role Play	Psychic	Status	—	—	10	Normal	—
46	Baton Pass	Normal	Status	—	—	40	Self	
50	Safeguard	Normal	Status	—	—	25	2 Allies	

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Future Sight	Psychic	Special	80	90	15	Normal	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Mimic	Normal	Status	—	—	10	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	◯
Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—
Nasty Plot	Dark	Status	—	—	20	Self	—

To Contents

No. 123 | Mantis Pokémon
Scyther

Bug / Flying



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 123.5 lbs.
- ITEMS: None

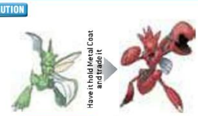


- MALE FORM — Shorter abdomen
- FEMALE FORM — Longer abdomen
- POKÉWALKER

Pokémon HeartGold: It slashes through grass with its sharp scythes, moving too fast for the human eye to track.

Pokémon SoulSilver: When it moves, it leaves only a blur. If it hides in grass, its protective coloration makes it invisible.

EVOLUTION



Scyther → Scizor

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ABILITIES
- Swarm
- Technician

EGG GROUP
Bug

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆☆ STAMINA ★★ JUMP ★★★★☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Bug-Catching Contest at the National Park
Pokémon SoulSilver	Bug-Catching Contest at the National Park
Pokémon Diamond	Route 229
Pokémon Pearl	—
Pokémon Platinum	Route 210

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Vacuum Wave	Fighting	Special	40	100	30	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Focus Energy	Normal	Status	—	—	30	Self	—
9	Pursuit	Dark	Physical	40	100	20	Normal	◯
13	False Swipe	Normal	Physical	40	100	40	Normal	◯
17	Agility	Psychic	Status	—	—	30	Self	—
21	Wing Attack	Flying	Physical	60	100	35	Normal	◯
25	Fury Cutter	Bug	Physical	10	95	20	Normal	◯
29	Slash	Normal	Physical	70	100	20	Normal	◯
33	Razor Wind	Normal	Special	80	100	10	2 Foes	—
37	Double Team	Normal	Status	—	—	15	Self	—
41	X-Scissor	Bug	Physical	80	100	15	Normal	◯
45	Night Slash	Dark	Physical	70	100	15	Normal	◯
49	Double Hit	Normal	Physical	35	90	10	Normal	◯
53	Air Slash	Flying	Special	75	95	20	Normal	—
57	Swords Dance	Normal	Status	—	—	30	Self	—
61	Feint	Normal	Physical	50	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	◯
Safeguard	Normal	Status	—	—	25	2 Allies	—
Baton Pass	Normal	Status	—	—	40	Self	—
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Reversal	Fighting	Physical	—	100	15	Normal	◯
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Endure	Normal	Status	—	—	10	Self	—
Silver Wind	Bug	Special	60	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—
Night Slash	Dark	Physical	70	100	15	Normal	◯

No. 124 | Human Shape Pokémon
Jynx

Ice / Psychic



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'07"
- WEIGHT: 89.5 lbs.
- ITEMS: Aspear Berry



- FEMALE FORM
- POKÉWALKER

Pokémon HeartGold: It rocks its body rhythmically. It appears to alter the rhythm depending on how it is feeling.

Pokémon SoulSilver: It speaks a language similar to that of humans. However, it seems to use dancing to communicate.

EVOLUTION



Smoochum → Jynx

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ABILITIES
- Oblivious
- Forewarn

EGG GROUP
Human-Like

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Ice Path
Pokémon SoulSilver	Ice Path
Pokémon Diamond	Level up Smoochum to Lv. 30
Pokémon Pearl	Level up Smoochum to Lv. 30
Pokémon Platinum	Snowpoint Temple B1F

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	◯
1	Lick	Ghost	Physical	20	100	30	Normal	◯
1	Lovely Kiss	Normal	Status	—	75	10	Normal	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
5	Lick	Ghost	Physical	20	100	30	Normal	◯
8	Lovely Kiss	Normal	Status	—	75	10	Normal	—
11	Powder Snow	Ice	Special	40	100	25	2 Foes	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	◯
18	Ice Punch	Ice	Physical	75	100	15	Normal	◯
21	Mean Look	Normal	Status	—	—	5	Normal	—
25	Fake Tears	Dark	Status	—	100	20	Normal	—
28	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	◯
33	Avalanche	Ice	Physical	60	100	10	Normal	◯
39	Body Slam	Normal	Physical	85	100	15	Normal	◯
44	Wring Out	Normal	Special	—	100	5	Normal	◯
49	Perish Song	Normal	Status	—	—	5	All	—
55	Blizzard	Ice	Special	120	70	5	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

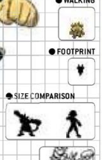
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No. 125 | Electric Pokémon
Electabuzz

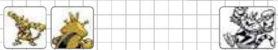
Electric



● WALKING
● FOOTPRINT
● SIZE COMPARISON



● HEIGHT: 3'07"
● WEIGHT: 66.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Static

EGG GROUP
Human-Like

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 10
Pokémon SoulSilver	Route 10
Pokémon Diamond	Level up Elekid to Lv. 30
Pokémon Pearl	Level up Elekid to Lv. 30
Pokémon Platinum	Route 222

Pokémon HeartGold
Electricity runs across the surface of its body. In darkness, its entire body glows a whitish-blue.

Pokémon SoulSilver
Its body constantly discharges electricity. Getting close to it will make your hair stand on end.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
7	ThunderShock	Electric	Special	40	100	30	Normal	—
10	Low Kick	Fighting	Physical	—	100	20	Normal	○
16	Swift	Normal	Special	60	—	20	2 Foes	—
19	Shock Wave	Electric	Special	60	—	20	Normal	—
25	Light Screen	Psychic	Status	—	—	30	2 Allies	—
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
37	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
43	Thunderbolt	Electric	Special	95	100	15	Normal	—
52	Screech	Normal	Status	—	85	40	Normal	—
58	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

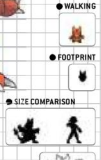
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 126 | Spitfire Pokémon
Magmar

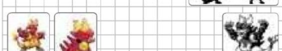
Fire



● WALKING
● FOOTPRINT
● SIZE COMPARISON



● HEIGHT: 4'03"
● WEIGHT: 98.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Flame Body

EGG GROUP
Human-Like

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Burned Tower B1F
Pokémon SoulSilver	Burned Tower B1F
Pokémon Diamond	Level up Magby to Lv. 30
Pokémon Pearl	Level up Magby to Lv. 30
Pokémon Platinum	Fuego Ironworks

Pokémon HeartGold
It dislikes cold places, so it blows scorching flames to make the environment suitable for itself.

Pokémon SoulSilver
The fiery surface of its body gives off a wavering, rippling glare that is similar to the sun.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	○
36	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
41	Flamethrower	Fire	Special	95	100	15	Normal	—
49	Sunny Day	Fire	Status	—	—	5	All	—
54	Fire Blast	Fire	Special	120	85	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

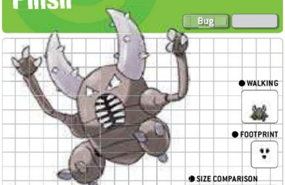
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 127 | Stag Beetle Pokémon
Pinsir

Bug



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'11"
● WEIGHT: 121.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Hyper Cutter
- Mold Breaker

EGG GROUP
Bug

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★
POWER ★★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Bug-Catching Contest at the National Park
Pokémon SoulSilver	Bug-Catching Contest at the National Park
Pokémon Diamond	—
Pokémon Pearl	Route 229
Pokémon Platinum	Route 229 (mass outbreak)

Pokémon HeartGold
With its pincer horns, it digs burrows to sleep in at night. In the morning, damp soil clings to its body.

Pokémon SoulSilver
It swings its long pincer horns wildly to attack. During cold periods, it hides deep in forests.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ViceGrip	Normal	Physical	55	100	30	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Bind	Normal	Physical	15	75	20	Normal	○
8	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
13	Harden	Normal	Status	—	—	30	Self	—
18	Revenge	Fighting	Physical	60	100	10	Normal	○
21	Brick Break	Fighting	Physical	75	100	15	Normal	○
25	Vital Throw	Fighting	Physical	70	—	10	Normal	○
30	X-Scissor	Bug	Physical	80	100	15	Normal	○
35	Thrash	Normal	Physical	90	100	20	1 Random	○
38	Swords Dance	Normal	Status	—	—	30	Self	—
42	Submission	Fighting	Physical	80	80	25	Normal	○
47	Guillotine	Normal	Physical	—	30	5	Normal	○
52	Superpower	Fighting	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

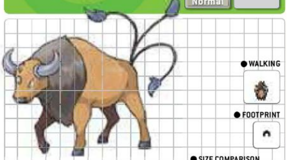
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Attack	Normal	Physical	15	85	20	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Faint Attack	Dark	Physical	60	—	20	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—

No. 128 | Wild Bull Pokémon
Tauros

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 194.9 lbs.
● ITEMS: None



● MALE FORM
● POKÉWALKER

ABILITIES
- Intimidate
- Anger Point

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★★☆
SKILL ★★
STAMINA ★★☆☆☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 38
Pokémon SoulSilver	Route 38
Pokémon Diamond	Route 209 (use Poké Radar)
Pokémon Pearl	Route 209 (use Poké Radar)
Pokémon Platinum	Route 210 in Solaceon Town (use Poké Radar)

Pokémon HeartGold
They fight each other by locking horns. The herd's protector takes pride in its battle-scarred horns.

Pokémon SoulSilver
After heightening its will to fight by whipping itself with its three tails, it charges at full speed.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Tail Whip	Normal	Status	—	100	30	2 Foes	—
5	Rage	Normal	Physical	20	100	20	Normal	○
8	Horn Attack	Normal	Physical	65	100	25	Normal	○
11	Scary Face	Normal	Status	—	90	10	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
19	Rest	Psychic	Status	—	—	10	Self	—
24	Payback	Dark	Physical	50	100	10	Normal	○
29	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Take Down	Normal	Physical	90	85	20	Normal	○
41	Swagger	Normal	Status	—	90	15	Normal	—
48	Thrash	Normal	Physical	90	100	20	1 Random	○
55	Giga Impact	Normal	Physical	150	90	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 129 | Fish Pokémon
Magikarp

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 22.0 lbs.
● ITEMS: None



● MALE FORM
Yellow barbels

● FEMALE FORM
White barbels

● POKÉWALKER

ABILITY
- Swift Swim

EGG GROUPS
- Water 2
- Dragon

STATS
- HP ●
- ATTACK ●
- DEFENSE ●●
- SP. ATTACK ●
- SP. DEFENSE ●
- SPEED ●●●●

PERFORMANCE
SPEED ★☆☆☆☆ | POWER ★☆☆☆ | SKILL ★☆☆ | STAMINA ★☆☆☆☆ | JUMP ★★☆☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 43 (water surface)
Pokémon SoulSilver	Route 43 (water surface)
Pokémon Diamond	Route 203 (Old Rod)
Pokémon Pearl	Route 203 (Old Rod)
Pokémon Platinum	Route 203 (Old Rod)

Pokémon HeartGold
An underpowered, pathetic Pokémon. It may jump high on rare occasions, but usually not more than seven feet.

Pokémon SoulSilver
For no reason, it jumps and splashes about, making it easy for predators like PIDGEOTTO to catch it mid-jump.

EVOLUTION



Magikarp → Gyarados

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
15	Tackle	Normal	Physical	35	95	35	Normal	◯
30	Flail	Normal	Physical	—	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

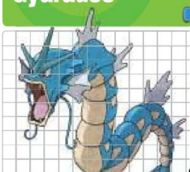
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bounce	Flying	Physical	85	85	5	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

No. 130 | Atrocious Pokémon
Gyarados

Water | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 21'04"
● WEIGHT: 518.1 lbs.
● ITEMS: None



● MALE FORM
Blue barbels

● FEMALE FORM
White barbels

● POKÉWALKER

ABILITY
- Intimidate

EGG GROUPS
- Water 2
- Dragon

STATS
- HP ●●●●
- ATTACK ●●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★☆ | POWER ★★★★★ | SKILL ★☆ | STAMINA ★★★☆ | JUMP ★★★★☆

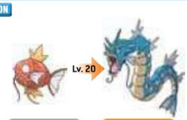
● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Lake of Rage (water surface)
Pokémon SoulSilver	Lake of Rage (water surface)
Pokémon Diamond	Route 203 (Super Rod)
Pokémon Pearl	Route 203 (Super Rod)
Pokémon Platinum	Route 203 (Super Rod)

Pokémon HeartGold
They say that during past strife, GYARADOS would appear and leave blazing ruins in its wake.

Pokémon SoulSilver
Once it appears, it goes on a rampage. It remains enraged until it demolishes everything around it.

EVOLUTION



Magikarp → Gyarados

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thrash	Normal	Physical	90	100	20	1 Random	◯
20	Bite	Dark	Physical	60	100	25	Normal	◯
23	Dragon Rage	Dragon	Special	—	100	10	Normal	—
26	Leer	Normal	Status	—	100	30	2 Foes	—
29	Twister	Dragon	Special	40	100	20	2 Foes	—
32	Ice Fang	Ice	Physical	65	95	15	Normal	◯
35	Aqua Tail	Water	Physical	90	90	10	Normal	◯
38	Rain Dance	Water	Status	—	—	5	All	—
41	Hydro Pump	Water	Special	120	80	5	Normal	—
44	Dragon Dance	Dragon	Status	—	—	20	Self	—
47	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

NATIONAL POKÉDEX

129 MAGIKARP

130 GYARADOS

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No. 131 | Transport Pokémon
Lapras

Water | Ice

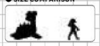


● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 8'02"
● WEIGHT: 485.0 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Water Absorb
- Shell Armor

EGG GROUPS
- Monster
- Water 1

STATS
HP ●●●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★★☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Rocky Beach Area, water surface)
Pokémon SoulSilver	Safari Zone (Rocky Beach Area, water surface)
Pokémon Diamond	Victory Road 1F Back 2 (water surface)
Pokémon Pearl	Victory Road 1F Back 2 (water surface)
Pokémon Platinum	Victory Road 1F Back 2 (water surface)

Pokémon HeartGold
They have gentle hearts. Because they rarely fight, many have been caught. Their number has dwindled.

Pokémon SoulSilver
It ferries people across the sea on its back. It may sing an enchanting cry if it is in a good mood.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	Mist	Ice	Status	—	—	30	2 Allies	—
7	Confuse Ray	Ghost	Status	—	100	10	Normal	—
10	Ice Shard	Ice	Physical	40	100	30	Normal	—
14	Water Pulse	Water	Special	60	100	20	Normal	—
18	Body Slam	Normal	Physical	85	100	15	Normal	○
22	Rain Dance	Water	Status	—	—	5	All	—
27	Perish Song	Normal	Status	—	—	5	All	—
32	Ice Beam	Ice	Special	95	100	10	Normal	—
37	Brine	Water	Special	65	100	10	Normal	—
43	Safeguard	Normal	Status	—	—	25	2 Allies	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—
55	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Block	Normal	Status	—	—	5	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Foresight	Normal	Status	—	—	40	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Horn Drill	Normal	Physical	—	30	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Whirlpool	Water	Special	15	70	15	Normal	—
Fissure	Ground	Physical	—	30	5	Normal	—

No. 132 | Transform Pokémon
Ditto

Normal

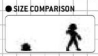


● WALKING

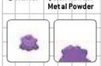


● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 1'00"
● WEIGHT: 8.8 lbs.
● ITEMS: Quick Powder, Metal Powder



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
- Limber

EGG GROUP
- Ditto

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆☆☆ POWER ★★☆☆☆ SKILL ★★☆☆☆ STAMINA ★★☆☆☆ JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 34 or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)
Pokémon SoulSilver	Route 34 or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)
Pokémon Diamond	Route 218 (use Poké Radar)
Pokémon Pearl	Route 218 (use Poké Radar)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
It can transform into anything. When it sleeps, it changes into a stone to avoid being attacked.

Pokémon SoulSilver
Its transformation ability is perfect. However, if made to laugh, it can't maintain its disguise.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Transform	Normal	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA





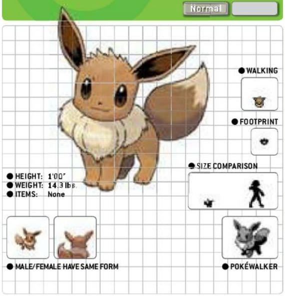
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No. 133 | Evolution Pokémon
Eevee

Normal

Pokémon HeartGold: It has the ability to alter the composition of its body to suit its surrounding environment.

Pokémon SoulSilver: Its irregularly configured DNA is affected by its surroundings. It evolves if its environment changes.



ABILITIES
- Run Away
- Adaptability

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆☆ | POWER ★★☆☆ | SKILL ★★☆☆ | STAMINA ★★☆☆ | JUMP ★★☆

EVOLUTION
- Eevee
- Vaporeon — Use Water Stone on Eevee
- Jolteon — Use Thunderstone on Eevee
- Flareon — Use Fire Stone on Eevee
- Espeon p. 296 — Level up Eevee with high friendship in the morning or afternoon
- Umbreon p. 297 — Level up Eevee with high friendship at night
- Leafeon p. 436 — Level up Eevee in Eterna Forest*
- Glaceon p. 436 — Level up Eevee on Route 217*

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Receive from Bill in Goldenrod City
Pokémon SoulSilver	Receive from Bill in Goldenrod City
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Growl	Normal	Status	—	100	40	2 Foes	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	◯
29	Bite	Dark	Physical	60	100	25	Normal	◯
36	Baton Pass	Normal	Status	—	—	40	Self	—
43	Take Down	Normal	Physical	90	85	20	Normal	◯
50	Last Resort	Normal	Physical	130	100	5	Normal	◯
57	Trump Card	Normal	Special	—	—	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Charm	Normal	Status	—	100	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	◯
Endure	Normal	Status	—	—	10	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Yawn	Normal	Status	—	—	10	Normal	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Covet	Normal	Physical	40	100	40	Normal	◯
Detect	Fighting	Status	—	—	5	Self	—

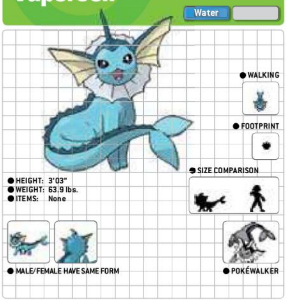
*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

No. 134 | Bubble Jet Pokémon
Vaporeon

Water

Pokémon HeartGold: When VAPOREON's fins begin to vibrate, it is a sign that rain will come within a few hours.

Pokémon SoulSilver: It prefers beautiful shores. With cells similar to water molecules, it could melt in water.



ABILITY
- Water Absorb

EGG GROUP
Field

STATS
HP ●●●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆ | POWER ★☆☆ | SKILL ★★★★☆ | STAMINA ★★★☆☆ | JUMP ★★★

EVOLUTION
- Eevee
- Vaporeon — Use Water Stone on Eevee
- Jolteon — Use Thunderstone on Eevee
- Flareon — Use Fire Stone on Eevee
- Espeon p. 296 — Level up Eevee with high friendship in the morning or afternoon
- Umbreon p. 297 — Level up Eevee with high friendship at night
- Leafeon p. 436 — Level up Eevee in Eterna Forest*
- Glaceon p. 436 — Level up Eevee on Route 217*

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Use Water Stone on Eevee
Pokémon SoulSilver	Use Water Stone on Eevee
Pokémon Diamond	Use Water Stone on Eevee
Pokémon Pearl	Use Water Stone on Eevee
Pokémon Platinum	Use Water Stone on Eevee

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Water Gun	Water	Special	40	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	◯
29	Bite	Dark	Physical	60	100	25	Normal	◯
36	Aurora Beam	Ice	Special	65	100	20	Normal	—
43	Aqua Ring	Water	Status	—	—	20	Self	—
50	Last Resort	Normal	Physical	130	100	5	Normal	◯
57	Haze	Ice	Status	—	—	30	All	—
64	Acid Armor	Poison	Status	—	—	40	Self	—
71	Hydro Pump	Water	Special	120	80	5	Normal	—
78	Muddy Water	Water	Special	95	85	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

To Contents

No. 135 | Lightning Pokémon
Jolteon

Electric



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 54.0 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Volt Absorb

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Thunderstone on Eevee
Pokémon SoulSilver	Use Thunderstone on Eevee
Pokémon Diamond	Use Thunderstone on Eevee
Pokémon Pearl	Use Thunderstone on Eevee
Pokémon Platinum	Use Thunderstone on Eevee

Pokémon HeartGold
It concentrates the weak electric charges emitted by its cells and launches wicked lightning bolts.

Pokémon SoulSilver
Every hair on its body starts to stand sharply on end if it becomes charged with electricity.

EVOLUTION
- Eevee
- Vaporeon — Use Water Stone on Eevee
- Jolteon — Use Thunderstone on Eevee
- Flareon — Use Fire Stone on Eevee
- Espeon p. 296 — Level up Eevee with high friendship in the morning or afternoon
- Umbreon p. 297 — Level up Eevee with high friendship at night
- Leafeon p. 436 — Level up Eevee in Eterna Forest*
- Glaceon p. 436 — Level up Eevee on Route 217*

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	ThunderShock	Electric	Special	40	100	30	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Double Kick	Fighting	Physical	30	100	30	Normal	○
36	Pin Missile	Bug	Physical	14	85	20	Normal	—
43	Thunder Fang	Electric	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Thunder Wave	Electric	Status	—	100	20	Normal	—
64	Agility	Psychic	Status	—	—	30	Self	—
71	Thunder	Electric	Special	120	70	10	Normal	—
78	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

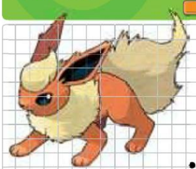
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

No. 136 | Flame Pokémon
Flareon

Fire



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 55.1 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Flash Fire

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Fire Stone on Eevee
Pokémon SoulSilver	Use Fire Stone on Eevee
Pokémon Diamond	Use Fire Stone on Eevee
Pokémon Pearl	Use Fire Stone on Eevee
Pokémon Platinum	Use Fire Stone on Eevee

Pokémon HeartGold
It stores some of the air it inhales in its internal flame pouch, which heats it to over 3,000 degrees Fahrenheit.

Pokémon SoulSilver
It fluffs out its fur collar to cool down its body temperature, which can reach 1,650 degrees Fahrenheit.

EVOLUTION
- Eevee
- Vaporeon — Use Water Stone on Eevee
- Jolteon — Use Thunderstone on Eevee
- Flareon — Use Fire Stone on Eevee
- Espeon p. 296 — Level up Eevee with high friendship in the morning or afternoon
- Umbreon p. 297 — Level up Eevee with high friendship at night
- Leafeon p. 436 — Level up Eevee in Eterna Forest*
- Glaceon p. 436 — Level up Eevee on Route 217*

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Ember	Fire	Special	40	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Fire Spin	Fire	Special	15	70	15	Normal	—
43	Fire Fang	Fire	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Smog	Poison	Special	20	70	20	Normal	—
64	Scary Face	Normal	Status	—	90	10	Normal	—
71	Fire Blast	Fire	Special	120	85	5	Normal	—
78	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

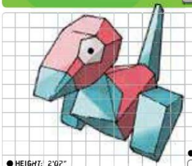
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

To Contents

No. 137 | Virtual Pokémon
Porygon

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'07"
- WEIGHT: 80.5 lbs.
- ITEMS: None
- GENDER UNKNOWN
- POKÉWALKER

ABILITIES
- Trace
- Download

EGG GROUP
Mineral

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●
- SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★☆ STAMINA ★★★★★ JUMP ★★☆

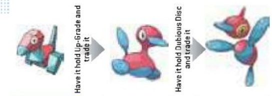
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Celadon Game Corner prize (9,999 Coins)
Pokémon SoulSilver	Celadon Game Corner prize (9,999 Coins)
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Receive from a man in a house in Veilstone City

Pokémon HeartGold
It is a manmade Pokémon. Since it doesn't breathe, people are eager to try it in any environment.

Pokémon SoulSilver
A manmade Pokémon that came about as a result of research. It is programmed with only basic motions.

EVOLUTION



Porygon → Porygon2 → Porygon-Z

Porygon2 p. 315 · Porygon-Z p. 438

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Conversion 2	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Conversion	Normal	Status	—	—	30	Self	—
1	Sharpen	Normal	Status	—	—	30	Self	—
7	Psybeam	Psychic	Special	65	100	20	Normal	—
12	Agility	Psychic	Status	—	—	30	Self	—
18	Recover	Normal	Status	—	—	10	Self	—
23	Magnet Rise	Electric	Status	—	—	10	Self	—
29	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Recycle	Normal	Status	—	—	10	Self	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
45	Lock-On	Normal	Status	—	—	5	Normal	—
51	Tri Attack	Normal	Special	80	100	10	Normal	—
56	Magic Coat	Psychic	Status	—	—	15	Self	—
62	Zap Cannon	Electric	Special	120	50	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 138 | Spiral Pokémon
Omanyte

Rock Water



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 16.5 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Swift Swim
- Shell Armor

EGG GROUPS
Water 1
Water 3

STATS
- HP ●
- ATTACK ●●
- DEFENSE ●●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Have the Helix Fossil restored at the Pewter Museum of Science
Pokémon SoulSilver	—
Pokémon Diamond	After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum
Pokémon Pearl	After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum
Pokémon Platinum	After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold
Revived from an ancient fossil, this Pokémon uses air stored in its shell to sink and rise in water.

Pokémon SoulSilver
This Pokémon from ancient times is said to have navigated the sea by adeptly twisting its 10 tentacles.

EVOLUTION



Omanyte → Omastar

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	◯
1	Withdraw	Water	Status	—	—	40	Self	—
7	Bite	Dark	Physical	60	100	25	Normal	◯
10	Water Gun	Water	Special	40	100	25	Normal	—
16	Rollout	Rock	Physical	30	90	20	Normal	◯
19	Leer	Normal	Status	—	100	30	2 Foes	—
25	Mud Shot	Ground	Special	55	95	15	Normal	—
28	Brine	Water	Special	65	100	10	Normal	—
34	Protect	Normal	Status	—	—	10	Self	—
37	AncientPower	Rock	Special	60	100	5	Normal	—
43	Tickle	Normal	Status	—	100	20	Normal	—
46	Rock Blast	Rock	Physical	25	80	10	Normal	—
52	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
BubbleBeam	Water	Special	65	100	20	Normal	—
Aurora Beam	Ice	Special	65	100	20	Normal	—
Slam	Normal	Physical	80	75	20	Normal	◯
Supersonic	Normal	Status	—	55	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Spikes	Ground	Status	—	—	20	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Wring Out	Normal	Special	—	100	5	Normal	◯
Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
Muddy Water	Water	Special	95	85	10	2 Foes	—

To Contents

NATIONAL POKÉDEX

No. 139 | Spiral Pokémon
Omastar

Rock | Water



● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 77.2 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Swift Swim
- Shell Armor

EGG GROUPS
- Water 1
- Water 3

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★★☆
- SKILL ★★★★
- STAMINA ★★☆
- JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Omanyte to Lv. 40
Pokémon SoulSilver	—
Pokémon Diamond	Level up Omanyte to Lv. 40
Pokémon Pearl	Level up Omanyte to Lv. 40
Pokémon Platinum	Level up Omanyte to Lv. 40

Pokémon HeartGold
Apparently, it cracked SHELLDER's shell with its sharp fangs and sucked out the insides.

Pokémon SoulSilver
Once wrapped around its prey, it never lets go. It eats the prey by tearing at it with sharp fangs.

EVOLUTION



Lv. 40

Omanyte → Omastar

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Withdraw	Water	Status	—	—	40	Self	—
1	Bite	Dark	Physical	60	100	25	Normal	○
7	Bite	Dark	Physical	60	100	25	Normal	○
10	Water Gun	Water	Special	40	100	25	Normal	—
16	Rollout	Rock	Physical	30	90	20	Normal	○
19	Leer	Normal	Status	—	100	30	2 Foes	—
25	Mud Shot	Ground	Special	55	95	15	Normal	—
28	Brine	Water	Special	65	100	10	Normal	—
34	Protect	Normal	Status	—	—	10	Self	—
37	AncientPower	Rock	Special	60	100	5	Normal	—
40	Spike Cannon	Normal	Physical	20	100	15	Normal	—
48	Tickle	Normal	Status	—	100	20	Normal	—
56	Rock Blast	Rock	Physical	25	80	10	Normal	—
67	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

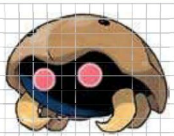
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 140 | Shellfish Pokémon
Kabuto

Rock | Water



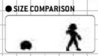
● WALKING



● FOOTPRINT



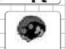
● SIZE COMPARISON



● HEIGHT: 1'08"
● WEIGHT: 25.4 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Swift Swim
- Battle Armor

EGG GROUPS
- Water 1
- Water 3

STATS
- HP ●
- ATTACK ●●●
- DEFENSE ●●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★★☆
- POWER ★★☆☆
- SKILL ★★☆
- STAMINA ★★☆
- JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Level up Kabuto to Lv. 40
Pokémon Diamond	Level up Kabuto to Lv. 40
Pokémon Pearl	Level up Kabuto to Lv. 40
Pokémon Platinum	Level up Kabuto to Lv. 40

Pokémon HeartGold
On rare occasions, some have been found as fossils which they became while hiding on the ocean floor.

Pokémon SoulSilver
This Pokémon lived in ancient times. On rare occasions, it has been discovered as a living fossil.

EVOLUTION



Lv. 40

Kabuto → Kabutops

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Leer	Normal	Status	—	100	30	2 Foes	—
16	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
26	Endure	Normal	Status	—	—	10	Self	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	○
36	Mega Drain	Grass	Special	40	100	15	Normal	—
41	Metal Sound	Steel	Status	—	85	40	Normal	—
46	AncientPower	Rock	Special	60	100	5	Normal	—
51	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
BubbleBeam	Water	Special	65	100	20	Normal	—
Aurora Beam	Ice	Special	65	100	20	Normal	—
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Dig	Ground	Physical	80	100	10	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Mud Shot	Ground	Special	55	95	15	Normal	—
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Screech	Normal	Status	—	85	40	Normal	—

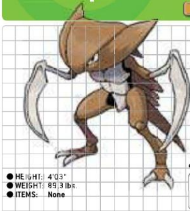
139 OMASTAR

140 KABUTO

To Contents

No. 141 | Shellfish Pokémon
Kabutops

Rock | Water



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'03"
- WEIGHT: 89.3 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Swift Swim
- Battle Armor

EGG GROUPS
- Water 1
- Water 3

STATS: HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE: SPEED ★★★☆☆ | POWER ★★★★☆ | SKILL ★★☆ | STAMINA ★☆☆ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	—
Pokémon SoulSilver	Level up Kabuto to Lv. 40
Pokémon Diamond	Level up Kabuto to Lv. 40
Pokémon Pearl	Level up Kabuto to Lv. 40
Pokémon Platinum	Level up Kabuto to Lv. 40

Pokémon HeartGold: In the water, it tucks in its limbs to become more compact, then it wiggles its shell to swim fast.

Pokémon SoulSilver: With sharp claws, this ferocious, ancient Pokémon rips apart prey and sucks their body fluids.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Feint	Normal	Physical	50	100	10	Normal	—
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Leer	Normal	Status	—	100	30	2 Foes	—
16	Mud Shot	Ground	Special	55	95	15	Normal	—
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
26	Endure	Normal	Status	—	—	10	Self	—
31	Aqua Jet	Water	Physical	40	100	20	Normal	◯
36	Mega Drain	Grass	Special	40	100	15	Normal	—
40	Slash	Normal	Physical	70	100	20	Normal	◯
45	Metal Sound	Steel	Status	—	85	40	Normal	—
54	AncientPower	Rock	Special	60	100	5	Normal	—
63	Wring Out	Normal	Special	—	100	5	Normal	◯
72	Night Slash	Dark	Physical	70	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

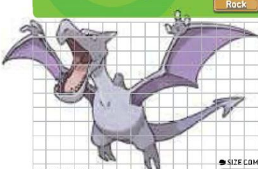
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 142 | Fossil Pokémon
Aerodactyl

Rock | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'11"
- WEIGHT: 130.1 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Rock Head
- Pressure

EGG GROUP
- Flying

STATS: HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE: SPEED ★★★★★ | POWER ★★☆ | SKILL ★★ | STAMINA ★★☆ | JUMP ★★★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Have the Old Amber restored at the Pewter Museum of Science
Pokémon SoulSilver	Have the Old Amber restored at the Pewter Museum of Science
Pokémon Diamond	After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum
Pokémon Pearl	After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum
Pokémon Platinum	After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum

Pokémon HeartGold: A vicious Pokémon from the distant past, it appears to have flown by spreading its wings and gliding.

Pokémon SoulSilver: This vicious Pokémon is said to have flown in ancient skies while shrieking high-pitched cries.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	◯
1	Fire Fang	Fire	Physical	65	95	15	Normal	◯
1	Thunder Fang	Electric	Physical	65	95	15	Normal	◯
1	Wing Attack	Flying	Physical	60	100	35	Normal	◯
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	◯
1	Scary Face	Normal	Status	—	90	10	Normal	—
9	Roar	Normal	Status	—	100	20	Normal	—
17	Agility	Psychic	Status	—	—	30	Self	—
25	AncientPower	Rock	Special	60	100	5	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	◯
41	Take Down	Normal	Physical	90	85	20	Normal	◯
49	Iron Head	Steel	Physical	80	100	15	Normal	◯
57	Hyper Beam	Normal	Special	150	90	5	Normal	—
65	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
73	Giga Impact	Normal	Physical	150	90	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Whirlwind	Normal	Status	—	100	20	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	◯
Foresight	Normal	Status	—	—	40	Normal	—
Steel Wing	Steel	Physical	70	90	25	Normal	◯
DragonBreath	Dragon	Special	60	100	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Assurance	Dark	Physical	50	100	10	Normal	◯

To Contents

No. 143 | Sleeping Pokémon
Snorlax

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 6'11"
● WEIGHT: 1,014.1 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Immunity
- Thick Fat

EGG GROUP
Monster

STATS
HP ●●●●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●

PERFORMANCE
SPEED ★☆ POWER ★★★★☆ STAMINA ★★★★★
SKILL ★☆☆ JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Wake up the sleeping Snorlax on Route 11 by tuning the radio to the Poké Flute
Pokémon SoulSilver	Wake up the sleeping Snorlax on Route 11 by tuning the radio to the Poké Flute
Pokémon Diamond	Level up Munchlax with high friendship
Pokémon Pearl	Level up Munchlax with high friendship
Pokémon Platinum	Level up Munchlax with high friendship

Pokémon HeartGold
What sounds like its cry may actually be its snores or the rumblings of its hungry belly.

Pokémon SoulSilver
Its stomach's digestive juices can dissolve any kind of poison. It can even eat things off the ground.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
4	Defense Curl	Normal	Status	—	—	40	Self	—
9	Amnesia	Psychic	Status	—	—	20	Self	—
12	Lick	Ghost	Physical	20	100	30	Normal	◯
17	Belly Drum	Normal	Status	—	—	10	Self	—
20	Yawn	Normal	Status	—	—	10	Normal	—
25	Rest	Psychic	Status	—	—	10	Self	—
28	Snore	Normal	Special	40	100	15	Normal	—
28	Sleep Talk	Normal	Status	—	—	10	Depends	◯
33	Body Slam	Normal	Physical	85	100	15	Normal	—
36	Block	Normal	Status	—	—	5	Normal	—
41	Rollout	Rock	Physical	30	90	20	Normal	◯
44	Crunch	Dark	Physical	80	100	15	Normal	◯
49	Giga Impact	Normal	Physical	150	90	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Lick	Ghost	Physical	20	100	30	Normal	◯
Charm	Normal	Status	—	100	20	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Curse	???	Status	—	—	10	Normal/Self	—
Fissure	Ground	Physical	—	30	5	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	◯
Counter	Fighting	Physical	—	100	20	Self	◯

No. 144 | Freeze Pokémon
Articuno

Ice Flying



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 5'07"
● WEIGHT: 122.1 lbs.
● ITEMS: None

● GENDER UNKNOWN
● POKÉWALKER

ABILITY
- Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ STAMINA ★★★
SKILL ★★★★★ JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Appears in the Seafoam Islands
Pokémon SoulSilver	Appears in the Seafoam Islands
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

Pokémon HeartGold
The magnificent, seemingly translucent wings of this legendary bird Pokémon are said to be made of ice.

Pokémon SoulSilver
One of the legendary bird Pokémon, it chills moisture in the atmosphere to create snow while flying.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gust	Flying	Special	40	100	35	Normal	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
8	Mist	Ice	Status	—	—	30	2 Allies	—
15	Ice Shard	Ice	Physical	40	100	30	Normal	—
22	Mind Reader	Normal	Status	—	—	5	Normal	—
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Agility	Psychic	Status	—	—	30	Self	—
43	Ice Beam	Ice	Special	95	100	10	Normal	—
50	Reflect	Psychic	Status	—	—	20	2 Allies	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Tailwind	Flying	Status	—	—	30	2 Allies	—
71	Blizzard	Ice	Special	120	70	5	2 Foes	—
78	Sheer Cold	Ice	Special	—	30	5	Normal	—
85	Hail	Ice	Status	—	—	10	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

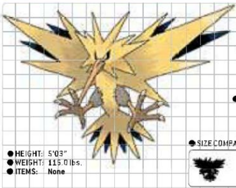
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No. 145 | Electric Pokémon
Zapdos

Electric | Flying

Pokémon HeartGold: This legendary bird Pokémon causes savage thunderstorms by flapping its glittering wings.

Pokémon SoulSilver: This legendary bird Pokémon is said to appear only when a thundercloud parts into two halves.



WALKING · FOOTPRINT · SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 115.0 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM · POKÉWALKER

ABILITIES
- Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★★ · POWER ★★★☆☆ · SKILL ★★★★☆ · STAMINA ★★☆ · JUMP ★★★★★

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold:** Appears on Route 10 (after collecting all eight Kanto Gym Badges)
- **Pokémon SoulSilver:** Appears on Route 10 (after collecting all eight Kanto Gym Badges)
- **Pokémon Diamond:** —
- **Pokémon Pearl:** —
- **Pokémon Platinum:** After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	ThunderShock	Electric	Special	40	100	30	Normal	—
8	Thunder Wave	Electric	Status	—	100	20	Normal	—
15	Detect	Fighting	Status	—	—	5	Self	—
22	Pluck	Flying	Physical	60	100	20	Normal	○
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Charge	Electric	Status	—	—	20	Self	—
43	Agility	Psychic	Status	—	—	30	Self	—
50	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Light Screen	Psychic	Status	—	—	30	2 Allies	—
71	Drill Peck	Flying	Physical	80	100	20	Normal	○
78	Thunder	Electric	Special	120	70	10	Normal	—
85	Rain Dance	Water	Status	—	—	5	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

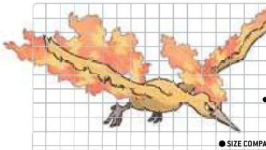
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 146 | Flame Pokémon
Moltres

Fire | Flying

Pokémon HeartGold: This legendary Pokémon scatters embers with every flap of its wings. It is a thrilling sight to behold.

Pokémon SoulSilver: This legendary bird Pokémon is said to bring early spring to the wintry lands it visits.



WALKING · FOOTPRINT · SIZE COMPARISON

- HEIGHT: 6'07"
- WEIGHT: 132.3 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM · POKÉWALKER

ABILITIES
- Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ · POWER ★★★☆☆ · SKILL ★★★★☆ · STAMINA ★★★★☆ · JUMP ★★★★★

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold:** Appears at Mt. Silver
- **Pokémon SoulSilver:** Appears at Mt. Silver
- **Pokémon Diamond:** —
- **Pokémon Pearl:** —
- **Pokémon Platinum:** After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
1	Ember	Fire	Special	40	100	25	Normal	—
8	Fire Spin	Fire	Special	15	70	15	Normal	—
15	Agility	Psychic	Status	—	—	30	Self	—
22	Endure	Normal	Status	—	—	10	Self	—
29	AncientPower	Rock	Special	60	100	5	Normal	—
36	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Safeguard	Normal	Status	—	—	25	2 Allies	—
50	Air Slash	Flying	Special	75	95	20	Normal	—
57	Roost	Flying	Status	—	—	10	Self	—
64	Heat Wave	Fire	Special	100	90	10	2 Foes	—
71	SolarBeam	Grass	Special	120	100	10	Normal	—
78	Sky Attack	Flying	Physical	140	90	5	Normal	—
85	Sunny Day	Fire	Status	—	—	5	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

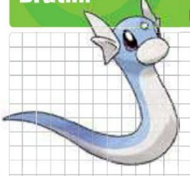
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 147 | Dragon Pokémon
Dratini

Dragon

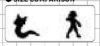


● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 5'11"
● WEIGHT: 7.3 lbs.
● ITEMS: Dragon Scale



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Shed Skin

EGG GROUPS
Water 1
Dragon

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★★☆ STAMINA ★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Dragon's Den (water surface)
Pokémon SoulSilver	Dragon's Den (water surface)
Pokémon Diamond	Mt. Coronet 4F 1 (Super Rod)
Pokémon Pearl	Mt. Coronet 4F 1 (Super Rod)
Pokémon Platinum	Mt. Coronet 4F 1 (Super Rod)

Pokémon HeartGold
It is born large to start with. It repeatedly sheds its skin as it steadily grows longer.

Pokémon SoulSilver
This Pokémon is full of life energy. It continually sheds its skin and grows steadily larger.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	2 Foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status	—	—	30	Self	—
31	Aqua Tail	Water	Physical	90	90	10	Normal	○
35	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
41	Safeguard	Normal	Status	—	—	25	2 Allies	—
45	Dragon Dance	Dragon	Status	—	—	20	Self	—
51	Outrage	Dragon	Physical	120	100	15	1 Random	○
55	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

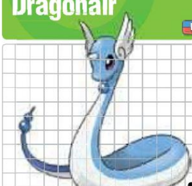
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Mist	Ice	Status	—	—	30	2 Allies	—
Haze	Ice	Status	—	—	30	All	—
Supersonic	Normal	Status	—	55	20	Normal	—
DragonBreath	Dragon	Special	60	100	20	Normal	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

No. 148 | Dragon Pokémon
Dragonair

Dragon

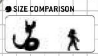


● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 13'01"
● WEIGHT: 36.4 lbs.
● ITEMS: Dragon Scale



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Shed Skin

EGG GROUPS
Water 1
Dragon

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★☆ STAMINA ★★★ JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Dragon's Den (Super Rod)
Pokémon SoulSilver	Dragon's Den (Super Rod)
Pokémon Diamond	Mt. Coronet 4F 1 (Super Rod)
Pokémon Pearl	Mt. Coronet 4F 1 (Super Rod)
Pokémon Platinum	Mt. Coronet 4F 1 (Super Rod)

Pokémon HeartGold
They say that if it emits an aura from its whole body, the weather will begin to change instantly.

Pokémon SoulSilver
Its crystalline orbs appear to give this Pokémon the power to freely control the weather.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	Twister	Dragon	Special	40	100	20	2 Foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	2 Foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	—
25	Agility	Psychic	Status	—	—	30	Self	—
33	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
47	Safeguard	Normal	Status	—	—	25	2 Allies	—
53	Dragon Dance	Dragon	Status	—	—	20	Self	—
61	Outrage	Dragon	Physical	120	100	15	1 Random	○
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

To Contents

No. 149 | Dragon Pokémon
Dragonite

Dragon | Flying



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 7'03"
● WEIGHT: 463.0 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Inner Focus

EGG GROUPS
Water 1
Dragon

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆☆☆
POWER ★★★★★
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Dragonair to Lv. 55
Pokémon SoulSilver	Level up Dragonair to Lv. 55
Pokémon Diamond	Level up Dragonair to Lv. 55
Pokémon Pearl	Level up Dragonair to Lv. 55
Pokémon Platinum	Level up Dragonair to Lv. 55

Pokémon HeartGold
It is said that this Pokémon constantly flies over the immense seas and rescues drowning people.

Pokémon SoulSilver
This marine Pokémon has an impressive build that lets it freely fly over raging seas without trouble.

EVOLUTION



Dratini → Lv. 33 → Dragonair → Lv. 55 → Dragonite

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Roost	Flying	Status	—	—	10	Self	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	Twister	Dragon	Special	40	100	20	2 Foes	—
5	Thunder Wave	Electric	Status	—	100	20	Normal	—
11	Twister	Dragon	Special	40	100	20	2 Foes	—
15	Dragon Rage	Dragon	Special	—	100	10	Normal	—
21	Slam	Normal	Physical	80	75	20	Normal	○
25	Agility	Psychic	Status	—	—	30	Self	—
33	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
47	Safeguard	Normal	Status	—	—	25	2 Allies	—
53	Dragon Dance	Dragon	Status	—	—	20	Self	—
55	Wing Attack	Flying	Physical	60	100	35	Normal	○
64	Outrage	Dragon	Physical	120	100	15	1 Random	○
73	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

No. 150 | Genetic Pokémon
Mewtwo

Psychic



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 6'07"
● WEIGHT: 269.0 lbs.
● ITEMS: None

● GENDER UNKNOWN
● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★★
POWER ★★★☆☆
SKILL ★★★★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Appears at Cerulean Cave
Pokémon SoulSilver	Appears at Cerulean Cave
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
Because its battle abilities were raised to the ultimate level, it thinks only of defeating its foes.

Pokémon SoulSilver
It usually remains motionless to conserve energy, so that it may unleash its full power in battle.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
8	Barrier	Psychic	Status	—	—	30	Self	—
15	Swift	Normal	Special	60	—	20	2 Foes	—
22	Future Sight	Psychic	Special	80	90	15	Normal	—
29	Psych Up	Normal	Status	—	—	10	Normal	—
36	Miracle Eye	Psychic	Status	—	—	40	Normal	—
43	Mist	Ice	Status	—	—	30	2 Allies	—
50	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
57	Amnesia	Psychic	Status	—	—	20	Self	—
64	Power Swap	Psychic	Status	—	—	10	Normal	—
64	Guard Swap	Psychic	Status	—	—	10	Normal	—
71	Psychic	Psychic	Special	90	100	10	Normal	—
79	Me First	Normal	Status	—	—	20	Depends	—
86	Recover	Normal	Status	—	—	10	Self	—
93	Safeguard	Normal	Status	—	—	25	2 Allies	—
100	Aura Sphere	Fighting	Special	90	—	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 151 | New Species Pokémon
Mew

Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 8.8 lbs.
- ITEMS: None

- GENDER UNKNOWN
- POKÉWALKER

ABILITY
- Synchronize

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆☆☆ SKILL ★★★★★ STAMINA ★★★★☆ JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Receive Mew from Hayley once certain conditions are met in My Pokémon Ranch for the Nintendo Wii*
Pokémon Pearl	Receive Mew from Hayley once certain conditions are met in My Pokémon Ranch for the Nintendo Wii*
Pokémon Platinum	—

Pokémon HeartGold: Apparently, it appears only to those people who are pure of heart and have a strong desire to see it.

Pokémon SoulSilver: Its DNA is said to contain the genetic codes of all Pokémon, so it can use all kinds of techniques.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	◯
1	Transform	Normal	Status	—	—	10	Normal	—
10	Mega Punch	Normal	Physical	80	85	20	Normal	◯
20	Metronome	Normal	Status	—	—	10	Depends	—
30	Psychic	Psychic	Special	90	100	10	Normal	—
40	Barrier	Psychic	Status	—	—	30	Self	—
50	AncientPower	Rock	Special	60	100	5	Normal	—
60	Amnesia	Psychic	Status	—	—	20	Self	—
70	Me First	Normal	Status	—	—	20	Depends	—
80	Baton Pass	Normal	Status	—	—	40	Self	—
90	Nasty Plot	Dark	Status	—	—	20	Self	—
100	Aura Sphere	Fighting	Special	90	—	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

Mew can learn all the BP Moves.

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

Mew can learn all the TMs and HMs.

*Mew is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

No. 152 | Leaf Pokémon
Chikorita

Grass



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 14.1 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Overgrow

EGG GROUPS
Monster
Grass

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★☆☆ STAMINA ★★★★☆ JUMP ★★★

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	Receive from Professor Elm in New Bark Town at the beginning of the adventure
Pokémon SoulSilver	Receive from Professor Elm in New Bark Town at the beginning of the adventure
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: A sweet aroma gently wafts from the leaf on its head. It is docile and loves to soak up sunrays.

Pokémon SoulSilver: Its pleasantly aromatic leaf has the ability to check humidity and temperature.

EVOLUTION



Chikorita → Lv. 16 → Bayleef → Lv. 32 → Meganium

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
17	Reflect	Psychic	Status	—	—	20	2 Allies	—
20	Magical Leaf	Grass	Special	60	—	20	Normal	—
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
31	Light Screen	Psychic	Status	—	—	30	2 Allies	—
34	Body Slam	Normal	Physical	85	100	15	Normal	◯
39	Safeguard	Normal	Status	—	—	25	2 Allies	—
42	Aromatherapy	Grass	Status	—	—	5	All Allies	—
45	SolarBeam	Grass	Special	120	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Vine Whip	Grass	Physical	35	100	15	Normal	◯
Leech Seed	Grass	Status	—	90	10	Normal	—
Counter	Fighting	Physical	—	100	20	Self	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Flail	Normal	Physical	—	100	15	Normal	◯
Nature Power	Normal	Status	—	—	20	Depends	—
Ingrain	Grass	Status	—	—	20	Self	—
GrassWhistle	Grass	Status	—	55	15	Normal	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Aromatherapy	Grass	Status	—	—	5	All Allies	—
Wring Out	Normal	Special	—	100	5	Normal	◯
Body Slam	Normal	Physical	85	100	15	Normal	◯

To Contents

No. 153 | Leaf Pokémon
Bayleef

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 34.8 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Overgrow

EGG GROUPS
Monster
Grass

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Chikorita to Lv. 16
Pokémon SoulSilver	Level up Chikorita to Lv. 16
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
The scent of spices comes from around its neck. Somehow, sniffing it makes you want to fight.

Pokémon SoulSilver
A spicy aroma emanates from around its neck. The aroma acts as a stimulant to restore health.

EVOLUTION



Chikorita → Lv. 16 → Bayleef → Lv. 32 → Meganium

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
6	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
18	Reflect	Psychic	Status	—	—	20	2 Allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
26	Natural Gift	Normal	Physical	—	100	15	Normal	—
32	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
36	Light Screen	Psychic	Status	—	—	30	2 Allies	—
40	Body Slam	Normal	Physical	85	100	15	Normal	◯
46	Safeguard	Normal	Status	—	—	25	2 Allies	—
50	Aromatherapy	Grass	Status	—	—	5	All Allies	—
54	SolarBeam	Grass	Special	120	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

No. 154 | Herb Pokémon
Meganium

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'11"
● WEIGHT: 221.6 lbs.
● ITEMS: None

● MALE FORM
Longer stamen

● FEMALE FORM
Shorter stamen

● POKÉWALKER

ABILITY
● Overgrow

EGG GROUPS
Monster
Grass

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★ POWER ★★★☆☆ SKILL ★★★★★ STAMINA ★★★★★ JUMP ★★

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Bayleef to Lv. 32
Pokémon SoulSilver	Level up Bayleef to Lv. 32
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
The aroma that rises from its petals contains a substance that calms aggressive feelings.

Pokémon SoulSilver
MEGANIUM's breath has the power to revive dead grass and plants. It can make them healthy again.

EVOLUTION



Chikorita → Lv. 16 → Bayleef → Lv. 32 → Meganium

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	PoisonPowder	Poison	Status	—	75	35	Normal	—
6	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	PoisonPowder	Poison	Status	—	75	35	Normal	—
12	Synthesis	Grass	Status	—	—	5	Self	—
18	Reflect	Psychic	Status	—	—	20	2 Allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
26	Natural Gift	Normal	Physical	—	100	15	Normal	—
32	Petal Dance	Grass	Special	90	100	20	1 Random	◯
34	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
40	Light Screen	Psychic	Status	—	—	30	2 Allies	◯
46	Body Slam	Normal	Physical	85	100	15	Normal	—
54	Safeguard	Normal	Status	—	—	25	2 Allies	—
60	Aromatherapy	Grass	Status	—	—	5	All Allies	—
66	SolarBeam	Grass	Special	120	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Frenzy Plant	Grass	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

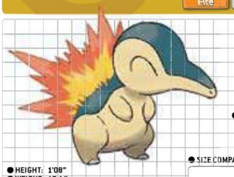
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 155 | Fire Mouse Pokémon
Cyndaquil

Fire



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'08"
- WEIGHT: 17.4 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Blaze

EGG GROUP
Field

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★★
STAMINA ★☆☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Receive from Professor Elm in New Bark Town at the beginning of the adventure
Pokémon SoulSilver	Receive from Professor Elm in New Bark Town at the beginning of the adventure
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
It is timid, and always curls itself up in a ball. If attacked, it flares up its back for protection.

Pokémon SoulSilver
It usually stays hunched over. If it is angry or surprised, it shoots flames out of its back.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
19	Flame Wheel	Fire	Physical	60	100	25	Normal	○
22	Defense Curl	Normal	Status	—	—	40	Self	—
28	Swift	Normal	Special	60	—	20	2 Foes	—
31	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
37	Flamethrower	Fire	Special	95	100	15	Normal	—
40	Rollout	Rock	Physical	30	90	20	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Eruption	Fire	Special	150	100	5	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Reversal	Fighting	Physical	—	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Foresight	Normal	Status	—	—	40	Normal	—
Covet	Normal	Physical	40	100	40	Normal	○
Howl	Normal	Status	—	—	40	Self	—
Crush Claw	Normal	Physical	75	95	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Extrasensory	Psychic	Special	80	100	30	Normal	—

No. 156 | Volcano Pokémon
Quilava

Fire



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'11"
- WEIGHT: 41.9 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Blaze

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Cyndaquil to Lv. 14
Pokémon SoulSilver	Level up Cyndaquil to Lv. 14
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
Be careful if it turns its back during battle. It means that it will attack with the fire on its back.

Pokémon SoulSilver
This Pokémon is fully covered by nonflammable fur. It can withstand any kind of fire attack.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
24	Defense Curl	Normal	Status	—	—	40	Self	—
31	Swift	Normal	Special	60	—	20	2 Foes	—
35	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
42	Flamethrower	Fire	Special	95	100	15	Normal	—
46	Rollout	Rock	Physical	30	90	20	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Eruption	Fire	Special	150	100	5	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 157 | Volcano Pokémon
Typhlosion

Fire



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'07"
● WEIGHT: 175.3 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Blaze

EGG GROUP
Field

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆☆ POWER ★★★★★ SKILL ★★★☆ STAMINA ★★★★☆ JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Quilava to Lv. 36
Pokémon SoulSilver	Level up Quilava to Lv. 36
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: If its rage peaks, it becomes so hot that anything that touches it will instantly go up in flames.

Pokémon SoulSilver: It has a secret, devastating move. It rubs its blazing fur together to cause huge explosions.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gyro Ball	Steel	Physical	—	100	5	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Ember	Fire	Special	40	100	25	Normal	—
6	SmokeScreen	Normal	Status	—	100	20	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
13	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Flame Wheel	Fire	Physical	60	100	25	Normal	○
24	Defense Curl	Normal	Status	—	—	40	Self	—
31	Swift	Normal	Special	60	—	20	2 Foes	—
35	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
42	Flamethrower	Fire	Special	95	100	15	Normal	—
46	Rollout	Rock	Physical	30	90	20	Normal	○
53	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Eruption	Fire	Special	150	100	5	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Blast Burn	Fire	Special	150	90	5	Normal	—

● BP MOVES

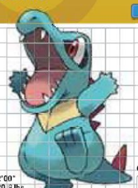
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 158 | Big Jaw Pokémon
Totodile

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 20.9 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Torrent

EGG GROUPS
Monster
Water 1

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★★☆ SKILL ★★☆ STAMINA ★★☆ JUMP ★★★

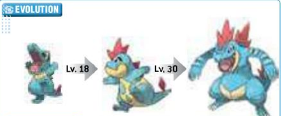
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Receive from Professor Elm in New Bark Town at the beginning of the adventure
Pokémon SoulSilver	Receive from Professor Elm in New Bark Town at the beginning of the adventure
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: Its powerful, well-developed jaws are capable of crushing anything. Even its Trainer must be careful.

Pokémon SoulSilver: It is small but rough and tough. It won't hesitate to take a bite out of anything that moves.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	○
13	Bite	Dark	Physical	60	100	25	Normal	○
15	Scary Face	Normal	Status	—	90	10	Normal	—
20	Ice Fang	Ice	Physical	65	95	15	Normal	○
22	Flail	Normal	Physical	—	100	15	Normal	○
27	Crunch	Dark	Physical	80	100	15	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
34	Screech	Normal	Status	—	85	40	Normal	—
36	Thrash	Normal	Physical	90	100	20	1 Random	○
41	Aqua Tail	Water	Physical	90	90	10	Normal	○
43	Superpower	Fighting	Physical	120	100	5	Normal	○
48	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Hydro Pump	Water	Special	120	80	5	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Mud Sport	Ground	Status	—	—	15	All	—
Water Sport	Water	Status	—	—	15	All	—
Dragon Claw	Dragon	Physical	80	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Dragon Dance	Dragon	Status	—	—	20	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○

NATIONAL POKÉDEX

159 CROCONAW

160 FERALIGATR

To Contents

No. 159 | Big Jaw Pokémon
Croconaw

Water



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 3'07"
- WEIGHT: 55.1 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITY
- Torrent

EGG GROUPS
Monster
Water 1

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★☆ SKILL ★★☆ STAMINA ★★★★☆ JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Totodile to Lv. 18
Pokémon SoulSilver	Level up Totodile to Lv. 18
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: If it loses a fang, a new one grows back in its place. There are always 48 fangs lining its mouth.

Pokémon SoulSilver: It opens its huge jaws wide when attacking. If it loses any fangs while biting, they grow back in.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	◯
13	Bite	Dark	Physical	60	100	25	Normal	◯
15	Scary Face	Normal	Status	—	90	10	Normal	—
21	Ice Fang	Ice	Physical	65	95	15	Normal	◯
24	Flail	Normal	Physical	—	100	15	Normal	◯
30	Crunch	Dark	Physical	80	100	15	Normal	◯
33	Slash	Normal	Physical	70	100	20	Normal	◯
39	Screech	Normal	Status	—	85	40	Normal	—
42	Thrash	Normal	Physical	90	100	20	1 Random	◯
48	Aqua Tail	Water	Physical	90	90	10	Normal	◯
51	Superpower	Fighting	Physical	120	100	5	Normal	◯
57	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 160 | Big Jaw Pokémon
Feraligatr

Water



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 7'07"
- WEIGHT: 195.8 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITY
- Torrent

EGG GROUP
Monster
Water 1

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★ POWER ★★★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Croconaw to Lv. 30
Pokémon SoulSilver	Level up Croconaw to Lv. 30
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: When it bites with its massive and powerful jaws, it shakes its head and savagely tears its victim up.

Pokémon SoulSilver: It is hard for it to support its weight out of water, so it sometimes gets down on all fours. But it moves fast.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Rage	Normal	Physical	20	100	20	Normal	◯
6	Water Gun	Water	Special	40	100	25	Normal	—
8	Rage	Normal	Physical	20	100	20	Normal	◯
13	Bite	Dark	Physical	60	100	25	Normal	◯
15	Scary Face	Normal	Status	—	90	10	Normal	—
21	Ice Fang	Ice	Physical	65	95	15	Normal	◯
24	Flail	Normal	Physical	—	100	15	Normal	◯
30	Agility	Psychic	Status	—	—	30	Self	—
32	Crunch	Dark	Physical	80	100	15	Normal	◯
37	Slash	Normal	Physical	70	100	20	Normal	◯
45	Screech	Normal	Status	—	85	40	Normal	—
50	Thrash	Normal	Physical	90	100	20	1 Random	◯
58	Aqua Tail	Water	Physical	90	90	10	Normal	◯
63	Superpower	Fighting	Physical	120	100	5	Normal	◯
71	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Hydro Cannon	Water	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 161 | Scout Pokémon
Sentret

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'07"
- WEIGHT: 13.2 lbs.
- ITEMS: Oran Berry
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: A very cautious Pokémon, it raises itself up using its tail to get a better view of its surroundings.

Pokémon SoulSilver: It stands on its tail so it can see a long way. If it spots an enemy, it cries loudly to warn its kind.

EVOLUTION



ABILITIES
- Run Away
- Keen Eye

EGG GROUP: Field

STATS: HP ●, ATTACK ●●, DEFENSE ●, SP. ATTACK ●, SP. DEFENSE ●●, SPEED ●

PERFORMANCE: SPEED ★★★★☆ · POWER ★★☆ · SKILL ★★☆☆ · STAMINA ★★☆☆ · JUMP ★★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 29 (morning and afternoon only)
Pokémon SoulSilver	Route 29 (morning and afternoon only)
Pokémon Diamond	Route 202 (use Poké Radar)
Pokémon Pearl	Route 202 (use Poké Radar)
Pokémon Platinum	Route 202 (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
4	Defense Curl	Normal	Status	—	—	40	Self	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Fury Swipes	Normal	Physical	18	80	15	Normal	○
16	Helping Hand	Normal	Status	—	—	20	1 Ally	—
19	Follow Me	Normal	Status	—	—	20	Self	—
25	Slam	Normal	Physical	80	75	20	Normal	○
28	Rest	Psychic	Status	—	—	10	Self	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Amnesia	Psychic	Status	—	—	20	Self	—
39	Baton Pass	Normal	Status	—	—	40	Self	—
42	Me First	Normal	Status	—	—	20	Depends	—
47	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Double-Edge	Normal	Physical	120	100	15	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Slash	Normal	Physical	70	100	20	Normal	○
Focus Energy	Normal	Status	—	—	30	Self	—
Reversal	Fighting	Physical	—	100	15	Normal	○
Substitute	Normal	Status	—	—	10	Self	—
Trick	Psychic	Status	—	100	10	Normal	—
Assist	Normal	Status	—	—	20	Depends	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Charm	Normal	Status	—	100	20	Normal	—
Covet	Normal	Physical	40	100	40	Normal	○

No. 162 | Long Body Pokémon
Furret

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'11"
- WEIGHT: 71.6 lbs.
- ITEMS: Oran Berry, Sitrus Berry
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: It makes a nest to suit its long and skinny body. The nest is impossible for other Pokémon to enter.

Pokémon SoulSilver: There is no telling where the tail begins. Despite its short legs, it is quick and likes to chase RATTATA.

EVOLUTION



ABILITIES
- Run Away
- Keen Eye

EGG GROUPS: Field

STATS: HP ●●●, ATTACK ●●●, DEFENSE ●●, SP. ATTACK ●●, SP. DEFENSE ●●, SPEED ●●●●

PERFORMANCE: SPEED ★★★★★ · POWER ★★☆ · SKILL ★★☆ · STAMINA ★★☆ · JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 1 (morning and afternoon only) or Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass)
Pokémon SoulSilver	Route 1 (morning and afternoon only) or Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass)
Pokémon Diamond	Level up Sentret to Lv. 15
Pokémon Pearl	Level up Sentret to Lv. 15
Pokémon Platinum	Level up Sentret to Lv. 15

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
4	Defense Curl	Normal	Status	—	—	40	Self	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Fury Swipes	Normal	Physical	18	80	15	Normal	○
17	Helping Hand	Normal	Status	—	—	20	1 Ally	—
21	Follow Me	Normal	Status	—	—	20	Self	—
28	Slam	Normal	Physical	80	75	20	Normal	○
32	Rest	Psychic	Status	—	—	10	Self	—
36	Sucker Punch	Dark	Physical	80	100	5	Normal	○
42	Amnesia	Psychic	Status	—	—	20	Self	—
46	Baton Pass	Normal	Status	—	—	40	Self	—
50	Me First	Normal	Status	—	—	20	Depends	—
56	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 163 | Owl Pokémon

Hoothoot

Normal | Flying



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 46.7 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Insomnia
- Keen Eye

EGG GROUPS
Flying

STATS
- HP ●●
- ATTACK ●
- DEFENSE ●
- SP. ATTACK ●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★☆ | POWER ★★☆ | SKILL ★★★☆☆ | STAMINA ★★☆ | JUMP ★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 29 (night only)
Pokémon SoulSilver	Route 29 (night only)
Pokémon Diamond	Route 210, Celestic Town side (night only)
Pokémon Pearl	Route 210, Celestic Town side (night only)
Pokémon Platinum	Route 210 (night only)

Pokémon HeartGold
It always stands on one foot. It changes feet so fast, the movement can rarely be seen.

Pokémon SoulSilver
It has a perfect sense of time. Whatever happens, it keeps rhythm by precisely tilting its head in time.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Foresight	Normal	Status	—	—	40	Normal	—
5	Hypnosis	Psychic	Status	—	60	20	Normal	—
9	Peck	Flying	Physical	35	100	35	Normal	○
13	Uproar	Normal	Special	50	100	10	1 Random	—
17	Reflect	Psychic	Status	—	—	20	2 Allies	—
21	Confusion	Psychic	Special	50	100	25	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Air Slash	Flying	Special	75	95	20	Normal	—
33	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
37	Extrasensory	Psychic	Special	80	100	30	Normal	—
41	Psycho Shift	Psychic	Status	—	90	10	Normal	—
45	Roost	Flying	Status	—	—	10	Self	—
49	Dream Eater	Psychic	Special	100	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mirror Move	Flying	Status	—	—	20	Depends	—
Supersonic	Normal	Status	—	55	20	Normal	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Wing Attack	Flying	Physical	60	100	35	Normal	○
Whirlwind	Normal	Status	—	100	20	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Night Shade	Ghost	Special	—	100	15	Normal	—

No. 164 | Owl Pokémon

Noctowl

Normal | Flying



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 89.[illegible] lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Insomnia
- Keen Eye

EGG GROUP
Flying

STATS
- HP ●●●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●●
- SPEED ●●●

PERFORMANCE
SPEED ★★★ | POWER ★★☆ | SKILL ★★☆ | STAMINA ★★★☆ | JUMP ★★★★☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 43 (night only)
Pokémon SoulSilver	Route 43 (night only)
Pokémon Diamond	Route 210, Celestic Town side (night only)
Pokémon Pearl	Route 210, Celestic Town side (night only)
Pokémon Platinum	Route 210 (night only)

Pokémon HeartGold
Its eyes are specially adapted. They concentrate even faint light and enable it to see in the dark.

Pokémon SoulSilver
When it needs to think, it rotates its head 180 degrees to sharpen its intellectual power.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sky Attack	Flying	Physical	140	90	5	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
5	Hypnosis	Psychic	Status	—	60	20	Normal	—
9	Peck	Flying	Physical	35	100	35	Normal	○
13	Uproar	Normal	Special	50	100	10	1 Random	—
17	Reflect	Psychic	Status	—	—	20	2 Allies	—
22	Confusion	Psychic	Special	50	100	25	Normal	—
27	Take Down	Normal	Physical	90	85	20	Normal	○
32	Air Slash	Flying	Special	75	95	20	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
42	Extrasensory	Psychic	Special	80	100	30	Normal	—
47	Psycho Shift	Psychic	Status	—	90	10	Normal	—
52	Roost	Flying	Status	—	—	10	Self	—
57	Dream Eater	Psychic	Special	100	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

To Contents

No. 165 | Five Star Pokémon
Ledyba

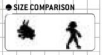
Bug | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 23.8 lbs.
● ITEMS: None



● MALE FORM
Longer antennae

● FEMALE FORM
Shorter antennae

● POKÉWALKER

ABILITIES
- Swarm
- Early Bird

EGG GROUP
Bug

STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★☆
SKILL ★★★☆☆
STAMINA ★☆☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Route 30 (morning only)
Pokémon Diamond	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Pearl	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It is very timid. It will be afraid to move if it is alone. But it will be active if it is in a group.

Pokémon SoulSilver
When the weather turns cold, lots of LEDYBA gather from everywhere to cluster and keep each other warm.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
6	Supersonic	Normal	Status	—	55	20	Normal	—
9	Comet Punch	Normal	Physical	18	85	15	Normal	◯
14	Light Screen	Psychic	Status	—	—	30	2 Allies	—
14	Reflect	Psychic	Status	—	—	20	2 Allies	—
14	Safeguard	Normal	Status	—	—	25	2 Allies	—
17	Mach Punch	Fighting	Physical	40	100	30	Normal	◯
22	Baton Pass	Normal	Status	—	—	40	Self	—
25	Silver Wind	Bug	Special	60	100	5	Normal	—
30	Agility	Psychic	Status	—	—	30	Self	—
33	Swift	Normal	Special	60	—	20	2 Foes	—
38	Double-Edge	Normal	Physical	120	100	15	Normal	◯
41	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Rollout	Rock	Physical	30	90	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psybeam	Psychic	Special	65	100	20	Normal	—
Bide	Normal	Physical	—	—	10	Self	◯
Silver Wind	Bug	Special	60	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—
Screech	Normal	Status	—	85	40	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯

No. 166 | Five Star Pokémon
Ledian

Bug | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 4'07"
● WEIGHT: 78.5 lbs.
● ITEMS: None



● MALE FORM
Longer antennae

● FEMALE FORM
Shorter antennae

● POKÉWALKER

ABILITIES
- Swarm
- Early Bird

EGG GROUP
Bug

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★☆☆
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Route 2 (morning only)
Pokémon Diamond	Route 229 (morning only)
Pokémon Pearl	Route 229 (morning only)
Pokémon Platinum	Route 229 (morning only)

Pokémon HeartGold
When the stars flicker in the night sky, it flutters about, scattering a glowing powder.

Pokémon SoulSilver
The spot patterns on its back grow larger or smaller depending on the number of stars in the night sky.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Comet Punch	Normal	Physical	18	85	15	Normal	◯
6	Supersonic	Normal	Status	—	55	20	Normal	—
9	Comet Punch	Normal	Physical	18	85	15	Normal	◯
14	Light Screen	Psychic	Status	—	—	30	2 Allies	—
14	Reflect	Psychic	Status	—	—	20	2 Allies	—
14	Safeguard	Normal	Status	—	—	25	2 Allies	—
17	Mach Punch	Fighting	Physical	40	100	30	Normal	◯
24	Baton Pass	Normal	Status	—	—	40	Self	—
29	Silver Wind	Bug	Special	60	100	5	Normal	—
36	Agility	Psychic	Status	—	—	30	Self	—
41	Swift	Normal	Special	60	—	20	2 Foes	—
48	Double-Edge	Normal	Physical	120	100	15	Normal	◯
53	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Rollout	Rock	Physical	30	90	20	Normal	◯

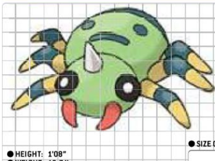
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	◯
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 167 | String Spit Pokémon
Spinarak

Bug | Poison



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 18.7 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Swarm
- Insomnia

EGG GROUP
Bug

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★
STAMINA ★☆☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 30 (night only)
Pokémon SoulSilver	—
Pokémon Diamond	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Pearl	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It lies still in the same pose for days in its web, waiting for its unsuspecting prey to wander close.

Pokémon SoulSilver
It spins a web using fine--but durable--thread. It then waits patiently for prey to be trapped.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	2 Foes	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	◯
12	Leech Life	Bug	Physical	20	100	15	Normal	◯
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
22	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
26	Sucker Punch	Dark	Physical	80	100	5	Normal	◯
29	Spider Web	Bug	Status	—	—	10	Normal	—
33	Agility	Psychic	Status	—	—	30	Self	—
36	Pin Missile	Bug	Physical	14	85	20	Normal	—
40	Psychic	Psychic	Special	90	100	10	Normal	—
43	Poison Jab	Poison	Physical	80	100	20	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
String Shot	Bug	Status	—	95	40	2 Foes	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯

● TM & HM MOVES

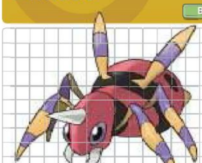
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psybeam	Psychic	Special	65	100	20	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
SonicBoom	Normal	Special	—	90	20	Normal	—
Baton Pass	Normal	Status	—	—	40	Self	—
Pursuit	Dark	Physical	40	100	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
Poison Jab	Poison	Physical	80	100	20	Normal	◯

No. 168 | Long Leg Pokémon
Ariados

Bug | Poison



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 73.9 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Swarm
- Insomnia

EGG GROUP
Bug

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★
POWER ★★★
SKILL ★★★☆
STAMINA ★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 2 (night only)
Pokémon SoulSilver	—
Pokémon Diamond	Route 229 (night only)
Pokémon Pearl	Route 229 (night only)
Pokémon Platinum	Route 229 (night only)

Pokémon HeartGold
It spins a string not only from its rear but also from its mouth. It's hard to tell which end is which.

Pokémon SoulSilver
A single strand of a special string is endlessly spun out of its rear. The string leads back to its nest.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bug Bite	Bug	Physical	60	100	20	Normal	◯
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	String Shot	Bug	Status	—	95	40	2 Foes	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	◯
5	Scary Face	Normal	Status	—	90	10	Normal	—
8	Constrict	Normal	Physical	10	100	35	Normal	◯
12	Leech Life	Bug	Physical	20	100	15	Normal	◯
15	Night Shade	Ghost	Special	—	100	15	Normal	—
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
23	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
28	Sucker Punch	Dark	Physical	80	100	5	Normal	◯
32	Spider Web	Bug	Status	—	—	10	Normal	—
37	Agility	Psychic	Status	—	—	30	Self	—
41	Pin Missile	Bug	Physical	14	85	20	Normal	—
46	Psychic	Psychic	Special	90	100	10	Normal	—
50	Poison Jab	Poison	Physical	80	100	20	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
String Shot	Bug	Status	—	95	40	2 Foes	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯

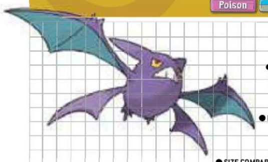
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 169 | Bat Pokémon
Crobat

Poison | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'11"
- WEIGHT: 165.3 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Inner Focus

EGG GROUP
Flying

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★★★ POWER ★☆☆ SKILL ★★★ STAMINA ★★ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Golbat with high friendship
Pokémon SoulSilver	Level up Golbat with high friendship
Pokémon Diamond	Level up Golbat with high friendship
Pokémon Pearl	Level up Golbat with high friendship
Pokémon Platinum	Level up Golbat with high friendship

Pokémon HeartGold: It flies so silently through the dark on its four wings that it may not be noticed even when nearby.

Pokémon SoulSilver: The development of wings on its legs enables it to fly fast but also makes it tough to stop and rest.

EVOLUTION



Zubat p. 219 → Golbat p. 219 → Crobat

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Cross Poison	Poison	Physical	70	100	20	Normal	◯
1	Screech	Normal	Status	—	85	40	Normal	—
1	Leech Life	Bug	Physical	20	100	15	Normal	◯
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Astonish	Ghost	Physical	30	100	15	Normal	◯
13	Bite	Dark	Physical	60	100	25	Normal	◯
17	Wing Attack	Flying	Physical	60	100	35	Normal	◯
21	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Air Cutter	Flying	Special	55	95	25	2 Foes	—
33	Mean Look	Normal	Status	—	—	5	Normal	—
39	Poison Fang	Poison	Physical	50	100	15	Normal	◯
45	Haze	Ice	Status	—	—	30	All	—
51	Air Slash	Flying	Special	75	95	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

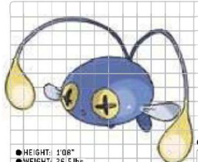
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	◯
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

No. 170 | Angler Pokémon
Chinchou

Water | Electric



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'08"
- WEIGHT: 26.5 lbs.
- ITEMS: DeepSeaScale
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Volt Absorb
- Illuminate

EGG GROUP
Water 2

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★☆☆ STAMINA ★★☆☆ JUMP ★★☆

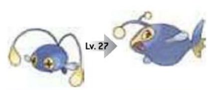
MAIN WAYS TO OBTAIN

Pokémon HeartGold	New Bark Town (Good Rod Super Rod)
Pokémon SoulSilver	New Bark Town (Good Rod Super Rod)
Pokémon Diamond	Route 220 (Super Rod)
Pokémon Pearl	Route 220 (Super Rod)
Pokémon Platinum	Route 220 (Super Rod)

Pokémon HeartGold: It shoots positive and negative electricity between the tips of its two antennae and zaps its enemies.

Pokémon SoulSilver: On the dark ocean floor, its only means of communication is its constantly flashing lights.

EVOLUTION



Chinchou → Lanturn

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
6	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Flail	Normal	Physical	—	100	15	Normal	◯
12	Water Gun	Water	Special	40	100	25	Normal	—
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
20	Spark	Electric	Physical	65	100	20	Normal	◯
23	Take Down	Normal	Physical	90	85	20	Normal	◯
28	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
39	Aqua Ring	Water	Status	—	—	20	Self	—
42	Hydro Pump	Water	Special	120	80	5	Normal	—
45	Charge	Electric	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

EGG MOVES

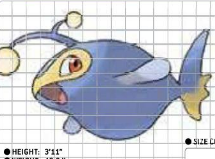
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	◯
Screech	Normal	Status	—	85	40	Normal	—
Amnesia	Psychic	Status	—	—	20	Self	—
Psybeam	Psychic	Special	65	100	20	Normal	—
Whirlpool	Water	Special	15	70	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Mist	Ice	Status	—	—	30	2 Allies	—

To Contents

NATIONAL POKÉDEX

No. 171 | Light Pokémon
Lanturn

Water | Electric



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 49.6 lbs.
- ITEMS: DeepSeaScale
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Volt Absorb
- Illuminate

EGG GROUP
Water 2

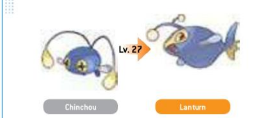
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HP ●●●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★ | POWER ★★☆ | SKILL ★★★ | STAMINA ★★★★ | JUMP ★★★☆

Pokémon HeartGold: The light it emits is so bright that it can illuminate the sea's surface from a depth of over three miles.

Pokémon SoulSilver: It blinds prey with an intense burst of light. With the prey incapacitated, the Pokémon swallows it in a single gulp.

EVOLUTION



MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	New Bark Town (Super Rod)
Pokémon SoulSilver	New Bark Town (Super Rod)
Pokémon Diamond	Route 220 (Super Rod)
Pokémon Pearl	Route 220 (Super Rod)
Pokémon Platinum	Level up Chinchou to Lv. 27

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
6	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Flail	Normal	Physical	—	100	15	Normal	◯
12	Water Gun	Water	Special	40	100	25	Normal	—
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
20	Spark	Electric	Physical	65	100	20	Normal	◯
23	Take Down	Normal	Physical	90	85	20	Normal	◯
27	Stockpile	Normal	Status	—	—	20	Self	—
27	Swallow	Normal	Status	—	—	10	Self	—
27	Spit Up	Normal	Special	—	100	10	Normal	—
30	BubbleBeam	Water	Special	65	100	20	Normal	—
35	Signal Beam	Bug	Special	75	100	15	Normal	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
47	Aqua Ring	Water	Status	—	—	20	Self	—
52	Hydro Pump	Water	Special	120	80	5	Normal	—
57	Charge	Electric	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 172 | Tiny Mouse Pokémon
Pichu

Electric



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'00"
- WEIGHT: 4.4 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Static

EGG GROUP
No Egg has ever been discovered

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★★ | POWER ★☆☆ | SKILL ★★★★☆ | STAMINA ★☆☆ | JUMP ★★★

Pokémon HeartGold: It is not yet skilled at storing electricity. It may send out a jolt if amused or startled.

Pokémon SoulSilver: Despite its small size, it can zap even adult humans. However, if it does so, it also surprises itself.

EVOLUTION



Pikachu p. 211 | Raichu p. 211

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Find its Egg at the Pokémon Day Care and hatch it
Pokémon SoulSilver	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Charm	Normal	Status	—	100	20	Normal	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Thunder Wave	Electric	Status	—	100	20	Normal	—
13	Sweet Kiss	Normal	Status	—	75	10	Normal	—
18	Nasty Plot	Dark	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Reversal	Fighting	Physical	—	100	15	Normal	◯
Bide	Normal	Physical	—	—	10	Self	◯
Present	Normal	Physical	—	90	15	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
DoubleSlap	Normal	Physical	15	85	10	Normal	◯
Wish	Normal	Status	—	—	10	Self	—
Charge	Electric	Status	—	—	20	Self	—
Fake Out	Normal	Physical	40	100	10	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Tickle	Normal	Status	—	100	20	Normal	—
Volt Tackle *	Electric	Physical	120	100	15	Normal	◯
Flail	Normal	Physical	—	100	15	Normal	◯

171 LANTURN
172 PICHU

To Contents

No. 173 | Star Shape Pokémon
Cleffa

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 6.6 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Cute Charm
- Magic Guard

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★★★☆
POWER ★☆
SKILL ★★★☆
STAMINA ★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Find its Egg at the Pokémon Day Care and hatch it
Pokémon SoulSilver	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Diamond	Mt. Coronet 1F 1
Pokémon Pearl	Mt. Coronet 1F 1
Pokémon Platinum	Mt. Coronet 1F 1 (morning and night only)

Pokémon HeartGold
Because of its unusual, starlike silhouette, people believe that it came here on a meteor.

Pokémon SoulSilver
When numerous meteors illuminate the night sky, sightings of CLEFFA strangely increase.

EVOLUTION



Cleffa → Level up with high friendship → Clefairy → Use Moon Stone → Clefable

Clefairy p. 216 · Clefable p. 216

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Charm	Normal	Status	—	100	20	Normal	—
4	Encore	Normal	Status	—	100	5	Normal	—
7	Sing	Normal	Status	—	55	15	Normal	—
10	Sweet Kiss	Normal	Status	—	75	10	Normal	—
13	Copycat	Normal	Status	—	—	20	Depends	—
16	Magical Leaf	Grass	Special	60	—	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Metronome	Normal	Status	—	—	10	Depends	—
Amnesia	Psychic	Status	—	—	20	Self	—
Belly Drum	Normal	Status	—	—	10	Self	—
Splash	Normal	Status	—	—	40	Self	—
Mimic	Normal	Status	—	—	10	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Substitute	Normal	Status	—	—	10	Self	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Covet	Normal	Physical	40	100	40	Normal	○
Aromatherapy	Grass	Status	—	—	5	All Allies	—

No. 174 | Balloon Pokémon
Igglybuff

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 2.2 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
- Cute Charm

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★★☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Find its Egg at the Pokémon Day Care and hatch it
Pokémon SoulSilver	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
It has a very soft body. If it starts to roll, it will bounce all over and be impossible to stop.

Pokémon SoulSilver
Its extremely flexible and elastic body makes it bounce continuously--anytime, anywhere.

EVOLUTION



Igglybuff → Level up with high friendship → Jigglypuff → Use Moon Stone → Wigglytuff

Jigglypuff p. 218 · Wigglytuff p. 218

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sing	Normal	Status	—	55	15	Normal	—
1	Charm	Normal	Status	—	100	20	Normal	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Pound	Normal	Physical	40	100	35	Normal	○
13	Sweet Kiss	Normal	Status	—	75	10	Normal	—
17	Copycat	Normal	Status	—	—	20	Depends	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Perish Song	Normal	Status	—	—	5	All	—
Present	Normal	Physical	—	90	15	Normal	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Wish	Normal	Status	—	—	10	Self	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Covet	Normal	Physical	40	100	40	Normal	○
Gravity	Psychic	Status	—	—	5	All	—

To Contents

No. 175 | Spike Ball Pokémon
Togepi

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 3.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Hustle
- Serene Grace

EGG GROUP
No Egg has ever been discovered

STATS
HP ●
ATTACK ●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★★★★☆ POWER ★☆☆ SKILL ★★☆ STAMINA ★★★★☆ JUMP ★★★☆

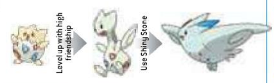
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Hatch the Mystery Egg received from Mr. Pokémon on Route 30
Pokémon SoulSilver	Hatch the Mystery Egg received from Mr. Pokémon on Route 30
Pokémon Diamond	Route 230 (use Poké Radar)
Pokémon Pearl	Route 230 (use Poké Radar)
Pokémon Platinum	Receive an Egg from Cynthia in Eterna City and hatch it

Pokémon HeartGold
The shell seems to be filled with joy. It is said that it will share good luck when treated kindly.

Pokémon SoulSilver
A proverb claims that happiness will come to anyone who can make a sleeping TOGEPI stand up.

EVOLUTION



Togepi → Togetic → Togekiss

p. 435

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
6	Metronome	Normal	Status	—	—	10	Depends	—
10	Sweet Kiss	Normal	Status	—	75	10	Normal	—
15	Yawn	Normal	Status	—	—	10	Normal	—
19	Encore	Normal	Status	—	100	5	Normal	—
24	Follow Me	Normal	Status	—	—	20	Self	—
28	Wish	Normal	Status	—	—	10	Self	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
37	Safeguard	Normal	Status	—	—	25	2 Allies	—
42	Baton Pass	Normal	Status	—	—	40	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
51	Last Resort	Normal	Physical	130	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

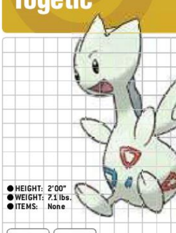
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Mirror Move	Flying	Status	—	—	20	Depends	—
Peck	Flying	Physical	35	100	35	Normal	○
Foresight	Normal	Status	—	—	40	Normal	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Psycho Shift	Psychic	Status	—	90	10	Normal	—
Lucky Chant	Normal	Status	—	—	30	2 Allies	—
Extrasensory	Psychic	Special	80	100	30	Normal	—

No. 176 | Happiness Pokémon
Togetic

Normal | Flying



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 7.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Hustle
- Serene Grace

EGG GROUPS
- Flying
- Fairy

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆☆☆ SKILL ★★★ STAMINA ★★★★☆ JUMP ★★★★☆

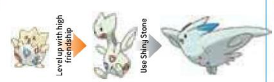
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Togepi with high friendship
Pokémon SoulSilver	Level up Togepi with high friendship
Pokémon Diamond	Level up Togepi with high friendship
Pokémon Pearl	Level up Togepi with high friendship
Pokémon Platinum	Level up Togepi with high friendship

Pokémon HeartGold
They say that it will appear before kindhearted, caring people and shower them with happiness.

Pokémon SoulSilver
It grows dispirited if it is not with kind people. It can float in midair without moving its wings.

EVOLUTION



Togepi → Togetic → Togekiss

p. 435

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
1	Metronome	Normal	Status	—	—	10	Depends	—
1	Sweet Kiss	Normal	Status	—	75	10	Normal	—
6	Metronome	Normal	Status	—	—	10	Depends	—
10	Sweet Kiss	Normal	Status	—	75	10	Normal	—
15	Yawn	Normal	Status	—	—	10	Normal	—
19	Encore	Normal	Status	—	100	5	Normal	—
24	Follow Me	Normal	Status	—	—	20	Self	—
28	Wish	Normal	Status	—	—	10	Self	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
37	Safeguard	Normal	Status	—	—	25	2 Allies	—
42	Baton Pass	Normal	Status	—	—	40	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
51	Last Resort	Normal	Physical	130	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

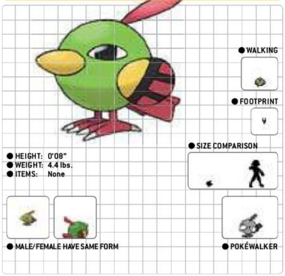
To Contents

No. 177 | Tiny Bird Pokémon
Natu

Psychic | Flying

Pokémon HeartGold: Because its wings aren't yet fully grown, it has to hop to get around. It is always staring at something.

Pokémon SoulSilver: It usually forages for food on the ground but may, on rare occasions, hop onto branches to peck at shoots.



- HEIGHT: 0'08"
- WEIGHT: 4.4 lbs.
- ITEMS: None

ABILITIES
- Synchronize
- Early Bird

EGG GROUP
Flying

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ | POWER ★★☆ | SKILL ★★ | STAMINA ★★★☆ | JUMP ★★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Ruins of Alph (outside)
Pokémon SoulSilver	Ruins of Alph (outside)
Pokémon Diamond	Route 224 (mass outbreak)
Pokémon Pearl	Route 224 (mass outbreak)
Pokémon Platinum	Route 224 (mass outbreak)

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Night Shade	Ghost	Special	—	100	15	Normal	—
9	Teleport	Psychic	Status	—	—	20	Self	—
12	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
17	Miracle Eye	Psychic	Status	—	—	40	Normal	—
20	Me First	Normal	Status	—	—	20	Depends	—
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Wish	Normal	Status	—	—	10	Self	—
33	Psycho Shift	Psychic	Status	—	90	10	Normal	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
39	Ominous Wind	Ghost	Special	60	100	5	Normal	—
44	Power Swap	Psychic	Status	—	—	10	Normal	—
44	Guard Swap	Psychic	Status	—	—	10	Normal	—
47	Psychic	Psychic	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

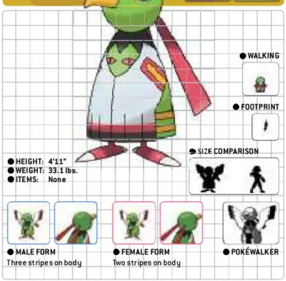
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Haze	Ice	Status	—	—	30	All	—
Drill Peck	Flying	Physical	80	100	20	Normal	◯
Quick Attack	Normal	Physical	40	100	30	Normal	◯
Faint Attack	Dark	Physical	60	—	20	Normal	◯
Steel Wing	Steel	Physical	70	90	25	Normal	◯
Psych Up	Normal	Status	—	—	10	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯

No. 178 | Mystic Pokémon
Xatu

Psychic | Flying

Pokémon HeartGold: They say that it stays still and quiet because it is seeing both the past and future at the same time.

Pokémon SoulSilver: In South America, it is said that its right eye sees the future and its left eye views the past.



- HEIGHT: 4'11"
- WEIGHT: 33.1 lbs.
- ITEMS: None

ABILITIES
- Synchronize
- Early Bird

EGG GROUP
Flying

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆ | POWER ★★★ | SKILL ★★★ | STAMINA ★★★★ | JUMP ★★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Trade Haunter to a man at the Pewter City Pokémon Center or level up Natu to Lv. 25
Pokémon SoulSilver	Trade Haunter to a man at the Pewter City Pokémon Center or level up Natu to Lv. 25
Pokémon Diamond	Level up Natu to Lv. 25
Pokémon Pearl	Level up Natu to Lv. 25
Pokémon Platinum	Level up Natu to Lv. 25

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Night Shade	Ghost	Special	—	100	15	Normal	—
9	Teleport	Psychic	Status	—	—	20	Self	—
12	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
17	Miracle Eye	Psychic	Status	—	—	40	Normal	—
20	Me First	Normal	Status	—	—	20	Depends	—
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Tailwind	Flying	Status	—	—	30	2 Allies	—
30	Wish	Normal	Status	—	—	10	Self	—
37	Psycho Shift	Psychic	Status	—	90	10	Normal	—
42	Future Sight	Psychic	Special	80	90	15	Normal	—
47	Ominous Wind	Ghost	Special	60	100	5	Normal	—
54	Power Swap	Psychic	Status	—	—	10	Normal	—
54	Guard Swap	Psychic	Status	—	—	10	Normal	—
59	Psychic	Psychic	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

To Contents

No. 179 | Wool Pokémon
Mareep

Electric



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 17.2 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

Pokémon HeartGold: If static electricity builds in its body, its fleece doubles in volume. Touching it will shock you.

Pokémon SoulSilver: Its fleece grows continually. In the summer, the fleece is fully shed, but it grows back in a week.

EVOLUTION



ABILITY
- Static

EGG GROUPS
- Monster
- Field

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★★
- SKILL ★★☆
- STAMINA ★★★★
- JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 32
Pokémon SoulSilver	Route 32
Pokémon Diamond	Valley Windworks (use Poké Radar)
Pokémon Pearl	Valley Windworks (use Poké Radar)
Pokémon Platinum	Valley Windworks (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Growl	Normal	Status	—	100	40	2 Foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	Thunder Wave	Electric	Status	—	100	20	Normal	—
19	Cotton Spore	Grass	Status	—	85	40	Normal	—
23	Charge	Electric	Status	—	—	20	Self	—
28	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
32	Signal Beam	Bug	Special	75	100	15	Normal	—
37	Light Screen	Psychic	Status	—	—	30	2 Allies	—
41	Power Gem	Rock	Special	70	100	20	Normal	—
46	Thunder	Electric	Special	120	70	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Safeguard	Normal	Status	—	—	25	2 Allies	—
Screech	Normal	Status	—	85	40	Normal	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
Odor Sleuth	Normal	Status	—	—	40	Normal	—
Charge	Electric	Status	—	—	20	Self	—
Flatter	Dark	Status	—	100	15	Normal	—
Sand-Attack	Ground	Status	—	100	15	Normal	—

No. 180 | Wool Pokémon
Flaaffy

Electric



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 29.3 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

Pokémon HeartGold: As a result of storing too much electricity, it developed patches where even downy wool won't grow.

Pokémon SoulSilver: Its fluffy fleece easily stores electricity. Its rubbery hide keeps it from being electrocuted.

EVOLUTION



ABILITY
- Static

EGG GROUPS
- Monster
- Field

STATS
- HP ●●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★★
- SKILL ★★★
- STAMINA ★★★★
- JUMP ★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 43
Pokémon SoulSilver	Route 43
Pokémon Diamond	Route 222 (use Poké Radar)
Pokémon Pearl	Route 222 (use Poké Radar)
Pokémon Platinum	Route 222 (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
5	Growl	Normal	Status	—	100	40	2 Foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	Thunder Wave	Electric	Status	—	100	20	Normal	—
20	Cotton Spore	Grass	Status	—	85	40	Normal	—
25	Charge	Electric	Status	—	—	20	Self	—
31	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
36	Signal Beam	Bug	Special	75	100	15	Normal	—
42	Light Screen	Psychic	Status	—	—	30	2 Allies	—
47	Power Gem	Rock	Special	70	100	20	Normal	—
53	Thunder	Electric	Special	120	70	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 181 | Light Pokémon
Ampharos

Electric



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 135.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Static

EGG GROUPS
Monster
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★☆☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★★☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Flaaffy to Lv. 30
Pokémon SoulSilver	Level up Flaaffy to Lv. 30
Pokémon Diamond	Level up Flaaffy to Lv. 30
Pokémon Pearl	Level up Flaaffy to Lv. 30
Pokémon Platinum	Level up Flaaffy to Lv. 30

Pokémon HeartGold
The tail's tip shines brightly and can be seen from far away. It acts as a beacon for lost people.

Pokémon SoulSilver
The bright light on its tail can be seen far away. It has been treasured since ancient times as a beacon.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
5	Growl	Normal	Status	—	100	40	2 Foes	—
10	ThunderShock	Electric	Special	40	100	30	Normal	—
14	Thunder Wave	Electric	Status	—	100	20	Normal	—
20	Cotton Spore	Grass	Status	—	85	40	Normal	—
25	Charge	Electric	Status	—	—	20	Self	—
30	ThunderPunch	Electric	Physical	75	100	15	Normal	○
34	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
42	Signal Beam	Bug	Special	75	100	15	Normal	—
51	Light Screen	Psychic	Status	—	—	30	2 Allies	—
59	Power Gem	Rock	Special	70	100	20	Normal	—
68	Thunder	Electric	Special	120	70	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 182 | Flower Pokémon
Bellossom

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 12.8 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Chlorophyll

EGG GROUP
Grass

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★ JUMP ★★★☆

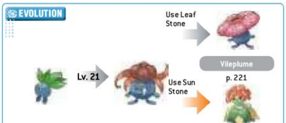
● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Use Sun Stone on Gloom
Pokémon SoulSilver	Use Sun Stone on Gloom
Pokémon Diamond	Use Sun Stone on Gloom
Pokémon Pearl	Use Sun Stone on Gloom
Pokémon Platinum	Use Sun Stone on Gloom

Pokémon HeartGold
BELLOSSOM gather at times and seem to dance. They say that the dance is a ritual to summon the sun.

Pokémon SoulSilver
Plentiful in the tropics. When it dances, its petals rub together and make a pleasant ringing sound.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leaf Blade	Grass	Physical	90	100	15	Normal	○
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	Sunny Day	Fire	Status	—	—	5	All	—
23	Magical Leaf	Grass	Special	60	—	20	Normal	—
53	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

To Contents

No. 183 | Aqua Mouse Pokémon
Marill

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 18.7 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Thick Fat
- Huge Power

EGG GROUPS
- Water 1
- Fairy

STATS
- HP ●●●
- ATTACK ●
- DEFENSE ●●
- SP. ATTACK ●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★★☆ SKILL ★★☆ STAMINA ★★☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Meadow Area water surface)
Pokémon SoulSilver	Safari Zone (Meadow Area water surface)
Pokémon Diamond	Pastoria Great Marsh
Pokémon Pearl	Pastoria Great Marsh
Pokémon Platinum	Route 215

Pokémon HeartGold
The tip of its tail, which contains oil that is lighter than water, lets it swim without drowning.

Pokémon SoulSilver
The end of its tail serves as a buoy that keeps it from drowning, even in a vicious current.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
2	Defense Curl	Normal	Status	—	—	40	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Rollout	Rock	Physical	30	90	20	Normal	○
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Aqua Ring	Water	Status	—	—	20	Self	—
27	Double-Edge	Normal	Physical	120	100	15	Normal	○
32	Rain Dance	Water	Status	—	—	5	All	—
37	Aqua Tail	Water	Physical	90	90	10	Normal	○
42	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

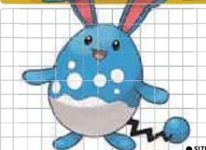
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Present	Normal	Physical	—	90	15	Normal	—
Amnesia	Psychic	Status	—	—	20	Self	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Belly Drum	Normal	Status	—	—	10	Self	—
Perish Song	Normal	Status	—	—	5	All	—
Supersonic	Normal	Status	—	55	20	Normal	—
Substitute	Normal	Status	—	—	10	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Refresh	Normal	Status	—	—	20	Self	—
Body Slam	Normal	Physical	85	100	15	Normal	○

No. 184 | Aqua Rabbit Pokémon
Azumarill

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 62.8 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Thick Fat
- Huge Power

EGG GROUPS
- Water 1
- Fairy

STATS
- HP ●●●●
- ATTACK ●●
- DEFENSE ●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●●
- SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★★ SKILL ★★★ STAMINA ★★★☆ JUMP ★★

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Level up Marill to Lv. 18
Pokémon SoulSilver	Level up Marill to Lv. 18
Pokémon Diamond	Level up Marill to Lv. 18
Pokémon Pearl	Level up Marill to Lv. 18
Pokémon Platinum	Victory Road 1F Back 2

Pokémon HeartGold
By keeping still and listening intently, it can tell what is in even wild, fast-moving rivers.

Pokémon SoulSilver
When it plays in water, it rolls up its elongated ears to prevent their insides from getting wet.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
2	Defense Curl	Normal	Status	—	—	40	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Rollout	Rock	Physical	30	90	20	Normal	○
20	BubbleBeam	Water	Special	65	100	20	Normal	—
27	Aqua Ring	Water	Status	—	—	20	Self	—
33	Double-Edge	Normal	Physical	120	100	15	Normal	○
40	Rain Dance	Water	Status	—	—	5	All	—
47	Aqua Tail	Water	Physical	90	90	10	Normal	○
54	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○

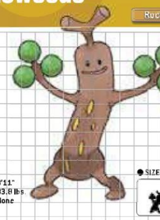
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

To Contents

No. 185 | Imitation Pokémon
Sudowoodo

Rock



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 83.8 lbs.
● ITEMS: None

● MALE FORM
Larger branches on head

● FEMALE FORM
Smaller branches on head

● POKÉWALKER

ABILITIES
- Sturdy
- Rock Head

EGG GROUP
Mineral

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Use the SquirtBottle to water the odd tree on Route 36
Pokémon SoulSilver	Use the SquirtBottle to water the odd tree on Route 36
Pokémon Diamond	Level up Bonsly to Lv. 17 and have it learn Mimic, or level it up once it knows Mimic
Pokémon Pearl	Route 221
Pokémon Platinum	Route 221

Pokémon HeartGold
Although it always pretends to be a tree, its composition appears more similar to rock than to vegetation.

Pokémon SoulSilver
It disguises itself as a tree to avoid attack. It hates water, so it will disappear if it starts raining.

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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wood Hammer	Grass	Physical	120	100	15	Normal	○
1	Copycat	Normal	Status	—	—	20	Depends	—
1	Flail	Normal	Physical	—	100	15	Normal	○
1	Low Kick	Fighting	Physical	—	100	20	Normal	○
1	Rock Throw	Rock	Physical	50	90	15	Normal	—
6	Flail	Normal	Physical	—	100	15	Normal	○
9	Low Kick	Fighting	Physical	—	100	20	Normal	○
14	Rock Throw	Rock	Physical	50	90	15	Normal	—
17	Mimic	Normal	Status	—	—	10	Normal	—
22	Block	Normal	Status	—	—	5	Normal	—
25	Faint Attack	Dark	Physical	60	—	20	Normal	○
30	Rock Tomb	Rock	Physical	50	80	10	Normal	—
33	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
38	Slam	Normal	Physical	80	75	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
49	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
Headbutt	Normal	Physical	70	100	15	Normal	○
Harden	Normal	Status	—	—	30	Self	—
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—

No. 186 | Frog Pokémon
Politoed

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 74.7 lbs.
● ITEMS: None

● MALE FORM
Larger cheek spots

● FEMALE FORM
Smaller cheek spots

● POKÉWALKER

ABILITIES
- Water Absorb
- Damp

EGG GROUP
Water 1

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★★

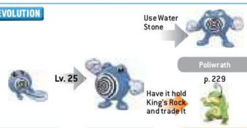
● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Link trade Poliwhirl while it holds the King's Rock
Pokémon SoulSilver	Link trade Poliwhirl while it holds the King's Rock
Pokémon Diamond	Link trade Poliwhirl while it holds the King's Rock
Pokémon Pearl	Link trade Poliwhirl while it holds the King's Rock
Pokémon Platinum	Link trade Poliwhirl while it holds the King's Rock

Pokémon HeartGold
If POLIWAG and POLIWHIRL hear its echoing cry, they respond by gathering from far and wide.

Pokémon SoulSilver
Whenever three or more of these get together, they sing in a loud voice that sounds like bellowing.

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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	BubbleBeam	Water	Special	65	100	20	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○
1	Perish Song	Normal	Status	—	—	5	All	—
27	Swagger	Normal	Status	—	90	15	Normal	—
37	Bounce	Flying	Physical	85	85	5	Normal	○
48	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

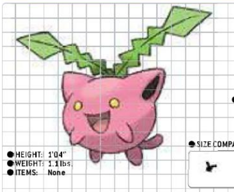
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No. 187 | Cottonweed Pokémon
Hoppip

Grass | Flying

Pokémon HeartGold: To keep from being blown away by the wind, they gather in clusters. But they do enjoy gentle breezes.

Pokémon SoulSilver: Its body is so light, it must grip the ground firmly with its feet to keep from being blown away.



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 1.1 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

EVOLUTION



ABILITIES
- Chlorophyll
- Leaf Guard

EGG GROUPS
- Fairy
- Grass

STATS
- HP ●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★★★☆☆
- POWER ★☆
- SKILL ★
- STAMINA ★
- JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 32 (morning and afternoon only)
Pokémon SoulSilver	Route 32 (morning and afternoon only)
Pokémon Diamond	Route 205, Floaroma Town side (use Poké Radar)
Pokémon Pearl	Route 205, Floaroma Town side (use Poké Radar)
Pokémon Platinum	Route 205, Floaroma Town side (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
19	Bullet Seed	Grass	Physical	10	100	30	Normal	—
22	Leech Seed	Grass	Status	—	90	10	Normal	—
25	Mega Drain	Grass	Special	40	100	15	Normal	—
28	Cotton Spore	Grass	Status	—	85	40	Normal	—
31	U-turn	Bug	Physical	70	100	20	Normal	○
34	Worry Seed	Grass	Status	—	100	10	Normal	—
37	Giga Drain	Grass	Special	60	100	10	Normal	—
40	Bounce	Flying	Physical	85	85	5	Normal	○
43	Memento	Dark	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Confusion	Psychic	Special	50	100	25	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Reflect	Psychic	Status	—	—	20	2 Allies	—
Amnesia	Psychic	Status	—	—	20	Self	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Psych Up	Normal	Status	—	—	10	Normal	—
Aromatherapy	Grass	Status	—	—	5	All Allies	—
Worry Seed	Grass	Status	—	100	10	Normal	—

No. 188 | Cottonweed Pokémon
Skiploom

Grass | Flying

Pokémon HeartGold: The bloom on top of its head opens and closes as the temperature fluctuates up and down.

Pokémon SoulSilver: It spreads its petals to absorb sunlight. It also floats in the air to get closer to the sun.



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'00"
- WEIGHT: 2.2 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

EVOLUTION



ABILITIES
- Chlorophyll
- Leaf Guard

EGG GROUPS
- Fairy
- Grass

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★★★★☆
- POWER ★★☆
- SKILL ★
- STAMINA ★★
- JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 14 (morning and afternoon only)
Pokémon SoulSilver	Route 14 (morning and afternoon only)
Pokémon Diamond	Route 205, Eterna City side (occasionally appears when you use Poké Radar)
Pokémon Pearl	Fuego Ironworks (occasionally appears when you use Poké Radar)
Pokémon Platinum	Level up Hoppip to Lv. 18

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Synthesis	Grass	Status	—	—	5	Self	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
20	Bullet Seed	Grass	Physical	10	100	30	Normal	—
24	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Cotton Spore	Grass	Status	—	85	40	Normal	—
36	U-turn	Bug	Physical	70	100	20	Normal	○
40	Worry Seed	Grass	Status	—	100	10	Normal	—
44	Giga Drain	Grass	Special	60	100	10	Normal	—
48	Bounce	Flying	Physical	85	85	5	Normal	○
52	Memento	Dark	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

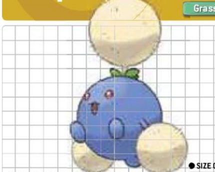
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 189 | Cottonweed Pokémon
Jumpluff

Grass | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'07"
- WEIGHT: 6.6 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Chlorophyll
- Leaf Guard

EGG GROUPS
- Fairy
- Grass

STATS
- HP ●●●
- ATTACK ●●
- DEFENSE ●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●●
- SPEED ●●●●●

PERFORMANCE
- SPEED ★★★★☆
- POWER ★☆☆
- SKILL ★★
- STAMINA ★★
- JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Skiploom to Lv. 27
Pokémon SoulSilver	Level up Skiploom to Lv. 27
Pokémon Diamond	Level up Skiploom to Lv. 27
Pokémon Pearl	Level up Skiploom to Lv. 27
Pokémon Platinum	Level up Skiploom to Lv. 27

Pokémon HeartGold
Once it catches the wind, it deftly controls its cotton-puff spores--it can even float around the world.

Pokémon SoulSilver
Drifts on seasonal winds and spreads its cotton-like spores all over the world to make more offspring.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Synthesis	Grass	Status	—	—	5	Self	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Synthesis	Grass	Status	—	—	5	Self	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Tackle	Normal	Physical	35	95	35	Normal	○
12	PoisonPowder	Poison	Status	—	75	35	Normal	—
14	Stun Spore	Grass	Status	—	75	30	Normal	—
16	Sleep Powder	Grass	Status	—	75	15	Normal	—
20	Bullet Seed	Grass	Physical	10	100	30	Normal	—
24	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Cotton Spore	Grass	Status	—	85	40	Normal	—
36	U-turn	Bug	Physical	70	100	20	Normal	○
40	Worry Seed	Grass	Status	—	100	10	Normal	—
44	Giga Drain	Grass	Special	60	100	10	Normal	—
48	Bounce	Flying	Physical	85	85	5	Normal	○
52	Memento	Dark	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

No. 190 | Long Tail Pokémon
Aipom

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'07"
- WEIGHT: 25.4 lbs.
- ITEMS: None
- MALE FORM: Shorter fur tuft on head
- FEMALE FORM: Longer fur tuft on head
- POKÉWALKER

ABILITIES
- Run Away
- Pickup

EGG GROUP
- Field

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★★★★
- POWER ★★☆
- SKILL ★★★★
- STAMINA ★★☆
- JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Azalea Town (use Headbutt)
Pokémon SoulSilver	Azalea Town (use Headbutt)
Pokémon Diamond	Spread Honey on a sweet-smelling tree
Pokémon Pearl	Spread Honey on a sweet-smelling tree
Pokémon Platinum	Spread Honey on a sweet-smelling tree

Pokémon HeartGold
Its tail is so powerful that it can use it to grab a tree branch and hold itself up in the air.

Pokémon SoulSilver
It lives atop tall trees. When leaping from branch to branch, it deftly uses its tail for balance.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
8	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Baton Pass	Normal	Status	—	—	40	Self	—
15	Tickle	Normal	Status	—	100	20	Normal	—
18	Fury Swipes	Normal	Physical	18	80	15	Normal	○
22	Swift	Normal	Special	60	—	20	2 Foes	—
25	Screech	Normal	Status	—	85	40	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
32	Double Hit	Normal	Physical	35	90	10	Normal	○
36	Fling	Dark	Physical	—	100	10	Normal	—
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Last Resort	Normal	Physical	130	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Screech	Normal	Status	—	85	40	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Agility	Psychic	Status	—	—	30	Self	—
Spite	Ghost	Status	—	100	10	Normal	—
Slam	Normal	Physical	80	75	20	Normal	○
DoubleSlap	Normal	Physical	15	85	10	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Covet	Normal	Physical	40	100	40	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○

To Contents

No. 191 | Seed Pokémon
Sunkern

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 4.0 lbs.
● ITEMS: Coba Berry

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Chlorophyll
- Solar Power

EGG GROUP
Grass

STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★★★☆☆ POWER ★☆☆☆☆ SKILL ★☆☆☆☆ STAMINA ★☆☆☆☆ JUMP ★★☆☆☆

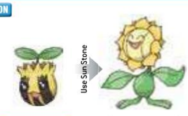
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	National Park (afternoon only)
Pokémon SoulSilver	National Park (afternoon only)
Pokémon Diamond	Route 204, Floaroma Town side (use Poké Radar)
Pokémon Pearl	Route 204, Floaroma Town side (use Poké Radar)
Pokémon Platinum	Route 204 (use Poké Radar)

Pokémon HeartGold
It may plummet from the sky. If attacked by a SPEAROW, it will violently shake its leaves.

Pokémon SoulSilver
It lives by drinking only dewdrops from under the leaves of plants. It is said that it eats nothing else.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Growth	Normal	Status	—	—	40	Self	—
5	Mega Drain	Grass	Special	40	100	15	Normal	—
9	Ingrain	Grass	Status	—	—	20	Self	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Leech Seed	Grass	Status	—	90	10	Normal	—
21	Endeavor	Normal	Physical	—	100	5	Normal	○
25	Worry Seed	Grass	Status	—	100	10	Normal	—
29	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
33	Synthesis	Grass	Status	—	—	5	Self	—
37	Sunny Day	Fire	Status	—	—	5	All	—
41	Giga Drain	Grass	Special	60	100	10	Normal	—
45	Seed Bomb	Grass	Physical	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
GrassWhistle	Grass	Status	—	55	15	Normal	—
Encore	Normal	Status	—	100	5	Normal	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Nature Power	Normal	Status	—	—	20	Depends	—
Curse	???	Status	—	—	10	Normal/Self	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Ingrain	Grass	Status	—	—	20	Self	—
Sweet Scent	Normal	Status	—	100	20	2 Foes	—

No. 192 | Sun Pokémon
Sunflora

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 18.7 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Chlorophyll
- Solar Power

EGG GROUP
Grass

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★★ POWER ★★★☆☆ SKILL ★★★ STAMINA ★★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Sun Stone on Sunkern
Pokémon SoulSilver	Use Sun Stone on Sunkern
Pokémon Diamond	Use Sun Stone on Sunkern
Pokémon Pearl	Use Sun Stone on Sunkern
Pokémon Platinum	Use Sun Stone on Sunkern

Pokémon HeartGold
It converts sunlight into energy. In the darkness after sunset, it closes its petals and becomes still.

Pokémon SoulSilver
In the daytime, it rushes about in a hectic manner, but it comes to a complete stop when the sun sets.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
5	Mega Drain	Grass	Special	40	100	15	Normal	—
9	Ingrain	Grass	Status	—	—	20	Self	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Leech Seed	Grass	Status	—	90	10	Normal	—
21	Bullet Seed	Grass	Physical	10	100	30	Normal	—
25	Worry Seed	Grass	Status	—	100	10	Normal	—
29	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
33	Petal Dance	Grass	Special	90	100	20	1 Random	○
37	Sunny Day	Fire	Status	—	—	5	All	—
41	SolarBeam	Grass	Special	120	100	10	Normal	—
43	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

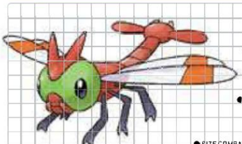
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

To Contents

No. 193 | Clear Wing Pokémon
Yanma

Bug | Flying



● WALKING



● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 83.8 lbs.
● ITEMS: Wide Lens



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Speed Boost
- Compoundeyes

EGG GROUP
Bug

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆ POWER ★★ SKILL ★ STAMINA ★★☆ JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 35
Pokémon SoulSilver	Route 35
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)
Pokémon Platinum	Pastoria Great Marsh

Pokémon HeartGold
If it flaps its wings really fast, it can generate shock waves that will shatter windows in the area.

Pokémon SoulSilver
Its large eyes can scan 360 degrees. It looks in all directions to seek out insects as its prey.

EVOLUTION



Yanma

Level it up to Lv. 33 and teach it AncientPower. Or, level it up once it knows AncientPower.



Yanmega

p. 435

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
6	Quick Attack	Normal	Physical	40	100	30	Normal	○
11	Double Team	Normal	Status	—	—	15	Self	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Detect	Fighting	Status	—	—	5	Self	—
22	Supersonic	Normal	Status	—	55	20	Normal	—
27	Uproar	Normal	Special	50	100	10	1 Random	—
30	Pursuit	Dark	Physical	40	100	20	Normal	○
33	AncientPower	Rock	Special	60	100	5	Normal	—
38	Hypnosis	Psychic	Status	—	60	20	Normal	—
43	Wing Attack	Flying	Physical	60	100	35	Normal	○
46	Screech	Normal	Status	—	85	40	Normal	—
49	U-turn	Bug	Physical	70	100	20	Normal	○
54	Air Slash	Flying	Special	75	95	20	Normal	—
57	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Whirlwind	Normal	Status	—	100	20	Normal	—
Reversal	Fighting	Physical	—	100	15	Normal	○
Leech Life	Bug	Physical	20	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Silver Wind	Bug	Special	60	100	5	Normal	—
Feint	Normal	Physical	50	100	10	Normal	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○

No. 194 | Water Fish Pokémon
Wooper

Water | Ground



● WALKING



● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 18.7 lbs.
● ITEMS: None



● MALE FORM
Larger gills on head

● FEMALE FORM
Smaller gills on head



● POKÉWALKER

ABILITIES
- Damp
- Water Absorb

EGG GROUPS
Water 1
Field

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★★★ POWER ★★☆ SKILL ★★☆ STAMINA ★★★★ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 32 (night only)
Pokémon SoulSilver	Route 32 (night only)
Pokémon Diamond	Pastoria Great Marsh
Pokémon Pearl	Pastoria Great Marsh
Pokémon Platinum	Pastoria Great Marsh

Pokémon HeartGold
This Pokémon lives in cold water. It will leave the water to search for food when it gets cold outside.

Pokémon SoulSilver
When it walks around on the ground, it coats its body with a slimy, poisonous film.

EVOLUTION



Wooper

Lv. 20



Quagsire

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
5	Mud Sport	Ground	Status	—	—	15	All	—
9	Mud Shot	Ground	Special	55	95	15	Normal	—
15	Slam	Normal	Physical	80	75	20	Normal	○
19	Mud Bomb	Ground	Special	65	85	10	Normal	—
23	Amnesia	Psychic	Status	—	—	20	Self	—
29	Yawn	Normal	Status	—	—	10	Normal	—
33	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
37	Rain Dance	Water	Status	—	—	5	All	—
43	Mist	Ice	Status	—	—	30	2 Allies	—
43	Haze	Ice	Status	—	—	30	All	—
47	Muddy Water	Water	Special	95	85	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Body Slam	Normal	Physical	85	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Safeguard	Normal	Status	—	—	25	2 Allies	—
Curse	???	Status	—	—	10	Normal/Self	—
Mud Sport	Ground	Status	—	—	15	All	—
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Encore	Normal	Status	—	100	5	Normal	—
Double Kick	Fighting	Physical	30	100	30	Normal	○
Recover	Normal	Status	—	—	10	Self	—





To Contents

No. 195 | Water Fish Pokémon
Quagsire

Water | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 165.3 lbs.
● ITEMS: None



● MALE FORM
Bigger fin on back

● FEMALE FORM
Smaller fin on back

● POKÉWALKER

ABILITIES
- Damp
- Water Absorb

EGG GROUPS
- Water 1
- Field

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 27 (night only)
Pokémon SoulSilver	Route 27 (night only)
Pokémon Diamond	Pastoria Great Marsh
Pokémon Pearl	Pastoria Great Marsh
Pokémon Platinum	Pastoria Great Marsh

Pokémon HeartGold
This carefree Pokémon has an easy-going nature. While swimming, it always bumps into boat hulls.

Pokémon SoulSilver
Due to its relaxed and carefree attitude, it often bumps its head on boulders and boat hulls as it swims.

EVOLUTION



Wooper → Quagsire

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Mud Sport	Ground	Status	—	—	15	All	—
5	Mud Sport	Ground	Status	—	—	15	All	—
9	Mud Shot	Ground	Special	55	95	15	Normal	—
15	Slam	Normal	Physical	80	75	20	Normal	○
19	Mud Bomb	Ground	Special	65	85	10	Normal	—
24	Amnesia	Psychic	Status	—	—	20	Self	—
31	Yawn	Normal	Status	—	—	10	Normal	—
36	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
41	Rain Dance	Water	Status	—	—	5	All	—
48	Mist	Ice	Status	—	—	30	2 Allies	—
48	Haze	Ice	Status	—	—	30	All	—
53	Muddy Water	Water	Special	95	85	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

No. 196 | Sun Pokémon
Espeon

Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 58.4 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
- Synchronize

EGG GROUP
- Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.
Pokémon SoulSilver	Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.
Pokémon Diamond	Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.
Pokémon Pearl	Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.
Pokémon Platinum	Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.

Pokémon HeartGold
It uses the fine hair that covers its body to sense air currents and predict its enemy's actions.

Pokémon SoulSilver
By reading air currents, it can predict things such as the weather or its foe's next move.

EVOLUTION

Eevee p. 265

Vaporeon p. 265
Use Water Stone on Eevee

Jolteon p. 266
Use Thunderstone on Eevee

Flareon p. 266
Use Fire Stone on Eevee

Espeon
Level up Eevee with high friendship in the morning or afternoon

Umbreon
Level up Eevee with high friendship at night

Leafeon p. 436
Level up Eevee in Eterna Forest*

Glaceon p. 436
Level up Eevee on Route 217*

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Swift	Normal	Special	60	—	20	2 Foes	—
36	Psybeam	Psychic	Special	65	100	20	Normal	—
43	Future Sight	Psychic	Special	80	90	15	Normal	—
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Psych Up	Normal	Status	—	—	10	Normal	—
64	Psychic	Psychic	Special	90	100	10	Normal	—
71	Morning Sun	Normal	Status	—	—	5	Self	—
78	Power Swap	Psychic	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

To Contents

No. 197 | Moonlight Pokémon
Umbreon

Dark



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'03"
- WEIGHT: 59.5 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Synchronize

EGG GROUP
Field

STATS
HP ●●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★
SKILL ★★
STAMINA ★★★★☆
JUMP ★★★

Pokémon HeartGold
When agitated, this Pokémon protects itself by spraying poisonous sweat from its pores.

Pokémon SoulSilver
When darkness falls, the rings on the body begin to glow, striking fear in the hearts of anyone nearby.

EVOLUTION

- Eevee p. 265
- Vaporeon p. 265 — Use Water Stone on Eevee
- Jolteon p. 266 — Use Thunderstone on Eevee
- Flareon p. 266 — Use Fire Stone on Eevee
- Espeon — Level up Eevee with high friendship in the morning or afternoon
- Umbreon — Level up Eevee with high friendship at night
- Leafeon p. 436 — Level up Eevee in Eterna Forest*
- Glaceon p. 436 — Level up Eevee on Route 217*

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.
Pokémon SoulSilver	Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.
Pokémon Diamond	Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.
Pokémon Pearl	Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.
Pokémon Platinum	Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Confuse Ray	Ghost	Status	—	100	10	Normal	—
36	Faint Attack	Dark	Physical	60	—	20	Normal	○
43	Assurance	Dark	Physical	50	100	10	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Mean Look	Normal	Status	—	—	5	Normal	—
64	Screech	Normal	Status	—	85	40	Normal	—
71	Moonlight	Normal	Status	—	—	5	Self	—
78	Guard Swap	Psychic	Status	—	—	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

No. 198 | Darkness Pokémon
Murkrow

Dark | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'08"
- WEIGHT: 4.6 lbs.
- ITEMS: None
- MALE FORM
  Larger feather crest
- FEMALE FORM
  Smaller feather crest
- POKÉWALKER

ABILITIES
- Insomnia
- Super Luck

EGG GROUP
Flying

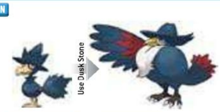
STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★★

Pokémon HeartGold
Feared and loathed by many, it is believed to bring misfortune to all those who see it at night.

Pokémon SoulSilver
It is said that when chased, it lures its attacker onto dark mountain trails where the foe will get lost.

EVOLUTION



Murkrow → Honchkrow p. 416

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Safari Zone (Swamp Area)
Pokémon SoulSilver	Safari Zone (Swamp Area)
Pokémon Diamond	Eterna Forest (night only)
Pokémon Pearl	—
Pokémon Platinum	—

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Astonish	Ghost	Physical	30	100	15	Normal	○
5	Pursuit	Dark	Physical	40	100	20	Normal	○
11	Haze	Ice	Status	—	—	30	All	—
15	Wing Attack	Flying	Physical	60	100	35	Normal	○
21	Night Shade	Ghost	Special	—	100	15	Normal	—
25	Assurance	Dark	Physical	50	100	10	Normal	○
31	Taunt	Dark	Status	—	100	20	Normal	—
35	Faint Attack	Dark	Physical	60	—	20	Normal	○
41	Mean Look	Normal	Status	—	—	5	Normal	—
45	Sucker Punch	Dark	Physical	80	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Whirlwind	Normal	Status	—	100	20	Normal	—
Drill Peck	Flying	Physical	80	100	20	Normal	○
Mirror Move	Flying	Status	—	—	20	Depends	—
Wing Attack	Flying	Physical	60	100	35	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—
Perish Song	Normal	Status	—	—	5	All	—
Psycho Shift	Psychic	Status	—	90	10	Normal	—
Screech	Normal	Status	—	85	40	Normal	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Brave Bird	Flying	Physical	120	100	15	Normal	○

To Contents

No. 199 | Royal Pokémon
Slowking

Water | Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 6'07"
- WEIGHT: 175.3 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Oblivious
- Own Tempo

EGG GROUPS
- Monster
- Water 1

STATS
- HP ●●●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●●
- SPEED ●

PERFORMANCE
- SPEED ★★☆
- POWER ★★☆
- SKILL ★★★★★
- STAMINA ★★☆
- JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Link trade Slowpoke while it holds the King's Rock
Pokémon SoulSilver	Link trade Slowpoke while it holds the King's Rock
Pokémon Diamond	—
Pokémon Pearl	Link trade Slowpoke while it holds the King's Rock
Pokémon Platinum	Link trade Slowpoke while it holds the King's Rock

Pokémon HeartGold: It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

Pokémon SoulSilver: When its head was bitten, toxins entered SLOWPOKE's head and unlocked an extraordinary power.

EVOLUTION



Slowpoke (p. 238) → Lv. 37 → Slowbro (p. 238)

Slowpoke (p. 238) → Have it hold King's Rock and trade it → Slowking

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Power Gem	Rock	Special	70	100	20	Normal	—
1	Hidden Power	Normal	Special	—	100	15	Normal	—
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
6	Growl	Normal	Status	—	100	40	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
20	Disable	Normal	Status	—	80	20	Normal	—
25	Headbutt	Normal	Physical	70	100	15	Normal	○
29	Water Pulse	Water	Special	60	100	20	Normal	—
34	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Swagger	Normal	Status	—	90	15	Normal	—
48	Psychic	Psychic	Special	90	100	10	Normal	—
53	Trump Card	Normal	Special	—	—	5	Normal	○
57	Psych Up	Normal	Status	—	—	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 200 | Screech Pokémon
Misdreavus

Ghost



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'04"
- WEIGHT: 2.2 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Levitate

EGG GROUP
- Amorphous

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★★★☆
- POWER ★☆
- SKILL ★★★
- STAMINA ★★
- JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Mt. Silver Cave interior (night only)
Pokémon SoulSilver	Mt. Silver Cave interior (night only)
Pokémon Diamond	—
Pokémon Pearl	Eterna Forest (night only)
Pokémon Platinum	—

Pokémon HeartGold: It likes playing mischievous tricks, such as screaming and wailing to startle people at night.

Pokémon SoulSilver: It loves to bite and yank people's hair from behind without warning, just to see their shocked reactions.

EVOLUTION



Misdreavus → Use Dusk Stone → Mismagius (p. 415)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Psywave	Psychic	Special	—	80	15	Normal	—
5	Spite	Ghost	Status	—	100	10	Normal	—
10	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confuse Ray	Ghost	Status	—	100	10	Normal	—
19	Mean Look	Normal	Status	—	—	5	Normal	—
23	Psybeam	Psychic	Special	65	100	20	Normal	—
28	Pain Split	Normal	Status	—	—	20	Normal	—
32	Payback	Dark	Physical	50	100	10	Normal	○
37	Shadow Ball	Ghost	Special	80	100	15	Normal	—
41	Perish Song	Normal	Status	—	—	5	All	—
46	Grudge	Ghost	Status	—	—	5	Self	—
50	Power Gem	Rock	Special	70	100	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Screech	Normal	Status	—	85	40	Normal	—
Destiny Bond	Ghost	Status	—	—	5	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Imprison	Psychic	Status	—	—	10	Self	—
Memento	Dark	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Spite	Ghost	Status	—	100	10	Normal	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—

To Contents

No. 201 | Symbol Pokémon
Unown

Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 11.0 lbs.
- ITEMS: None

- GENDER UNKNOWN
- POKÉWALKER

ABILITY
- Levitate

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆☆ POWER ★★☆ SKILL ★★☆☆ STAMINA ★★☆☆ JUMP ★★☆☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Ruins of Alph
Pokémon SoulSilver	Ruins of Alph
Pokémon Diamond	Solaceon Ruins
Pokémon Pearl	Solaceon Ruins
Pokémon Platinum	Solaceon Ruins

*The maximum Skill Performance for Unown ! and ? is 1 star higher

Pokémon HeartGold
Their shapes look like hieroglyphs on ancient tablets. It is said that the two are somehow related.

Pokémon SoulSilver
Its flat, thin body is always stuck on walls. Its shape appears to have some meaning.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Hidden Power	Normal	Special	—	100	15	Normal	—

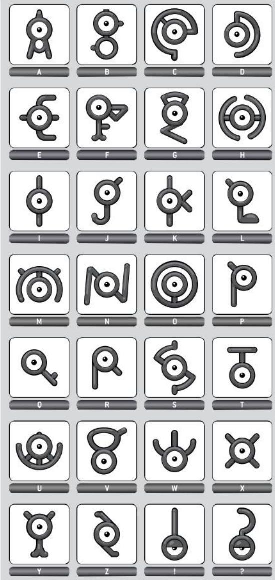
MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

UNOWN CHART



A B C D E F G H I J K L M N O P Q R S T U V W X Y Z ! ?

No. 202 | Patient Pokémon
Wobbuffet

Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 62.8 lbs.
- ITEMS: None

- MALE FORM
Blue lips
- FEMALE FORM
Red lips
- POKÉWALKER

ABILITY
- Shadow Tag

EGG GROUP
Amorphous

STATS
HP ●●●●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★☆ POWER ★★★☆ SKILL ★★★☆☆ STAMINA ★★★★★ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Dark Cave, Blackthorn City side
Pokémon SoulSilver	Dark Cave, Blackthorn City side
Pokémon Diamond	Lake Valor (use Poké Radar)
Pokémon Pearl	Lake Valor (use Poké Radar)
Pokémon Platinum	Lake Valor (use Poké Radar)

Pokémon HeartGold
It hates light and shock. If attacked, it inflates its body to build up its counterstrike.

Pokémon SoulSilver
To keep its pitch-black tail hidden, it lives quietly in the darkness. It is never first to attack.

EVOLUTION



Wynaut → Lv. 15 → Wobbuffet

p. 378

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Counter	Fighting	Physical	—	100	20	Self	○
1	Mirror Coat	Psychic	Special	—	100	20	Self	—
1	Safeguard	Normal	Status	—	—	25	2 Allies	—
1	Destiny Bond	Ghost	Status	—	—	5	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 203 | Long Neck Pokémon
Girafarig

Normal | Psychic



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 91.5 lbs.
- ITEMS: Persim Berry

MALE FORM
Larger dark section

FEMALE FORM
Smaller dark section

POKÉWALKER

ABILITIES
- Inner Focus
- Early Bird

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 43
Pokémon SoulSilver	Route 43
Pokémon Diamond	Valor Lakefront
Pokémon Pearl	Valor Lakefront
Pokémon Platinum	Valor Lakefront

Pokémon HeartGold
Its tail has a small brain of its own. Beware! If you get close, it may react to your scent by biting.

Pokémon SoulSilver
Its tail, which also contains a small brain, may bite on its own if it notices an alluring smell.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Power Swap	Psychic	Status	—	—	10	Normal	—
1	Guard Swap	Psychic	Status	—	—	10	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
5	Odor Sleuth	Normal	Status	—	—	40	Normal	—
10	Stomp	Normal	Physical	65	100	20	Normal	○
14	Agility	Psychic	Status	—	—	30	Self	—
19	Psybeam	Psychic	Special	65	100	20	Normal	—
23	Baton Pass	Normal	Status	—	—	40	Self	—
28	Assurance	Dark	Physical	50	100	10	Normal	○
32	Double Hit	Normal	Physical	35	90	10	Normal	○
37	Psychic	Psychic	Special	90	100	10	Normal	—
41	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
46	Crunch	Dark	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

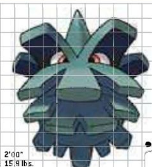
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Amnesia	Psychic	Status	—	—	20	Self	—
Foresight	Normal	Status	—	—	40	Normal	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Beat Up	Dark	Physical	10	100	10	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Double Kick	Fighting	Physical	30	100	30	Normal	○
Mirror Coat	Psychic	Special	—	100	20	Self	—
Razor Wind	Normal	Special	80	100	10	2 Foes	—

No. 204 | Bagworm Pokémon
Pineco

Bug



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 15.9 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITY
- Sturdy

EGG GROUP
Bug

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★☆
POWER ★★☆☆☆
SKILL ★★★☆
STAMINA ★★★☆☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	New Bark Town (use Headbutt)
Pokémon SoulSilver	New Bark Town (use Headbutt)
Pokémon Diamond	Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
It likes to make its shell thicker by adding layers of tree bark. The additional weight doesn't bother it.

Pokémon SoulSilver
It hangs and waits for flying insect prey to come near. It does not move about much on its own.

EVOLUTION



Pineco → Lv. 31 → Forretress

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
6	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
9	Bug Bite	Bug	Physical	60	100	20	Normal	○
12	Take Down	Normal	Physical	90	85	20	Normal	○
17	Rapid Spin	Normal	Physical	20	100	40	Normal	○
20	Bide	Normal	Physical	—	—	10	Self	○
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Spikes	Ground	Status	—	—	20	2 Foes	—
31	Payback	Dark	Physical	50	100	10	Normal	○
34	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
39	Iron Defense	Steel	Status	—	—	15	Self	—
42	Gyro Ball	Steel	Physical	—	100	5	Normal	○
45	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Reflect	Psychic	Status	—	—	20	2 Allies	—
Pin Missile	Bug	Physical	14	85	20	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Counter	Fighting	Physical	—	100	20	Self	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Revenge	Fighting	Physical	60	100	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
Power Trick	Psychic	Status	—	—	10	Self	—

To Contents

No. 205 | Bagworm Pokémon
Forretress

Bug | Steel

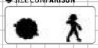


● WALKING

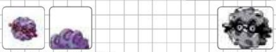


● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 3'11"
● WEIGHT: 277.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM ● POKÉWALKER

ABILITY
● Sturdy

EGG GROUP
Bug

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★☆ POWER ★★★★ STAMINA ★★★★☆
SKILL ★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Pineco to Lv. 31
Pokémon SoulSilver	Level up Pineco to Lv. 31
Pokémon Diamond	Level up Pineco to Lv. 31
Pokémon Pearl	Level up Pineco to Lv. 31
Pokémon Platinum	Level up Pineco to Lv. 31

Pokémon HeartGold
Its entire body is shielded by a steel-hard shell. What lurks inside this shell is a total mystery.

Pokémon SoulSilver
It remains immovably rooted to its tree. It scatters pieces of its hard shell to drive its enemies away.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Protect	Normal	Status	—	—	10	Self	—
1	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
1	Bug Bite	Bug	Physical	60	100	20	Normal	○
6	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
9	Bug Bite	Bug	Physical	60	100	20	Normal	○
12	Take Down	Normal	Physical	90	85	20	Normal	○
17	Rapid Spin	Normal	Physical	20	100	40	Normal	○
20	Bide	Normal	Physical	—	—	10	Self	○
23	Natural Gift	Normal	Physical	—	100	15	Normal	—
28	Spikes	Ground	Status	—	—	20	2 Foes	—
31	Mirror Shot	Steel	Special	65	85	10	Normal	—
33	Payback	Dark	Physical	50	100	10	Normal	○
38	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
45	Iron Defense	Steel	Status	—	—	15	Self	—
50	Gyro Ball	Steel	Physical	—	100	5	Normal	○
55	Double-Edge	Normal	Physical	120	100	15	Normal	○
62	Magnet Rise	Electric	Status	—	—	10	Self	—
67	Zap Cannon	Electric	Special	120	50	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 206 | Land Snake Pokémon
Dunsparce

Normal



● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 4'11"
● WEIGHT: 30.9 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM ● POKÉWALKER

ABILITIES
● Serene Grace
● Run Away

EGG GROUP
Field

STATS
HP ●●●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★☆ STAMINA ★★★☆
SKILL ★☆ JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Dark Cave, Violet City side
Pokémon SoulSilver	Dark Cave, Violet City side
Pokémon Diamond	Route 208 (mass outbreak)
Pokémon Pearl	Route 208 (mass outbreak)
Pokémon Platinum	Route 208 (mass outbreak)

Pokémon HeartGold
When spotted, this Pokémon escapes backward by furiously boring into the ground with its tail.

Pokémon SoulSilver
If spotted, it escapes by burrowing with its tail. It can float just slightly using its wings.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rage	Normal	Physical	20	100	20	Normal	○
5	Defense Curl	Normal	Status	—	—	40	Self	—
9	Yawn	Normal	Status	—	—	10	Normal	—
13	Glare	Normal	Status	—	75	30	Normal	—
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	Spite	Ghost	Status	—	100	10	Normal	—
25	Pursuit	Dark	Physical	40	100	20	Normal	○
29	Screech	Normal	Status	—	85	40	Normal	—
33	Roost	Flying	Status	—	—	10	Self	—
37	Take Down	Normal	Physical	90	85	20	Normal	○
41	AncientPower	Rock	Special	60	100	5	Normal	—
45	Dig	Ground	Physical	80	100	10	Normal	○
49	Endeavor	Normal	Physical	—	100	5	Normal	○
53	Flail	Normal	Physical	—	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	○
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

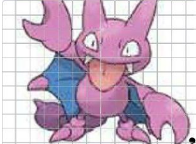
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bide	Normal	Physical	—	—	10	Self	○
AncientPower	Rock	Special	60	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Bite	Dark	Physical	60	100	25	Normal	○
Headbutt	Normal	Physical	70	100	15	Normal	○
Astonish	Ghost	Physical	30	100	15	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Trump Card	Normal	Special	—	—	5	Normal	○
Magic Coat	Psychic	Status	—	—	15	Self	—
Snore	Normal	Special	40	100	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—

To Contents

No. 207 | FlyScorpion Pokémon
Gligar

Ground / Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 142.9 lbs.
● ITEMS: None



● MALE FORM
Bigger tail stinger

● FEMALE FORM
Smaller tail stinger

● POKÉWALKER

ABILITIES
- Hyper Cutter
- Sand Veil

EGG GROUP
Bug

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★ STAMINA ★★ JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 45
Pokémon SoulSilver	—
Pokémon Diamond	Route 206 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 206 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 206

Pokémon HeartGold
It flies straight at its target's face, then clamps down on the startled victim to inject poison.

Pokémon SoulSilver
It usually clings to cliffs. When it spots its prey, it spreads its wings and glides down to attack.

EVOLUTION



Gligar → Have it hold Razor Fang and then level up between 8:00 P.M. and 4:00 A.M. → Gliscor

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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Harden	Normal	Status	—	—	30	Self	—
12	Knock Off	Dark	Physical	20	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
20	Fury Cutter	Bug	Physical	10	95	20	Normal	○
23	Faint Attack	Dark	Physical	60	—	20	Normal	○
27	Screech	Normal	Status	—	85	40	Normal	—
31	Slash	Normal	Physical	70	100	20	Normal	○
34	Swords Dance	Normal	Status	—	—	30	Self	—
38	U-turn	Bug	Physical	70	100	20	Normal	○
42	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Guillotine	Normal	Physical	—	30	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

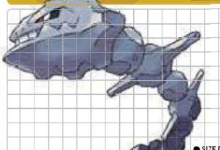
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	○
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Metal Claw	Steel	Physical	50	95	35	Normal	○
Wing Attack	Flying	Physical	60	100	35	Normal	○
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Counter	Fighting	Physical	—	100	20	Self	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Baton Pass	Normal	Status	—	—	40	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—
Night Slash	Dark	Physical	70	100	15	Normal	○
Cross Poison	Poison	Physical	70	100	20	Normal	○
Power Trick	Psychic	Status	—	—	10	Self	—

No. 208 | Iron Snake Pokémon
Steelix

Steel / Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 30'02"
● WEIGHT: 881.8 lbs.
● ITEMS: Metal Coat



● MALE FORM
Two fangs

● FEMALE FORM
One fang

● POKÉWALKER

ABILITIES
- Rock Head
- Sturdy

EGG GROUP
Mineral

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★☆ POWER ★★★★★ SKILL ★★ STAMINA ★★★★★ JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Cliff Cave
Pokémon SoulSilver	Cliff Cave
Pokémon Diamond	Iron Island B3F 1
Pokémon Pearl	Iron Island B3F 1
Pokémon Platinum	Iron Island B3F 1

Pokémon HeartGold
Its body has been compressed deep under the ground. As a result, it is even harder than a diamond.

Pokémon SoulSilver
It's said that if an ONIX lives for 100 years, its composition becomes diamondlike as it evolves into a STEELIX.

EVOLUTION



Onix → Have it hold Metal Coat and trade it → Steelix

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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
1	Bind	Normal	Physical	15	75	20	Normal	○
6	Screech	Normal	Status	—	85	40	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
14	Rage	Normal	Physical	20	100	20	Normal	○
17	Rock Tomb	Rock	Physical	50	80	10	Normal	—
22	Sandstorm	Rock	Status	—	—	10	All	—
25	Slam	Normal	Physical	80	75	20	Normal	○
30	Rock Polish	Rock	Status	—	—	20	Self	—
33	DragonBreath	Dragon	Special	60	100	20	Normal	—
38	Curse	???	Status	—	—	10	Normal/Self	—
41	Iron Tail	Steel	Physical	100	75	15	Normal	○
46	Crunch	Dark	Physical	80	100	15	Normal	○
49	Double-Edge	Normal	Physical	120	100	15	Normal	○
54	Stone Edge	Rock	Physical	100	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 209 | Fairy Pokémon
Snubbull

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 17.2 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Intimidate
- Run Away

EGG GROUPS
- Field
- Fairy

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●
- SPEED ●

PERFORMANCE
SPEED ★★★ POWER ★★★☆☆ SKILL ★★★★ STAMINA ★★★ JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 38
Pokémon SoulSilver	Route 38
Pokémon Diamond	Route 209 (mass outbreak)
Pokémon Pearl	Route 209 (mass outbreak)
Pokémon Platinum	Route 209 (mass outbreak)

Pokémon HeartGold
Although it looks frightening, it is actually kind and affectionate. It is very popular among women.

Pokémon SoulSilver
It has an active, playful nature. Many women like to frolic with it because of its affectionate ways.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Lick	Ghost	Physical	20	100	30	Normal	○
19	Headbutt	Normal	Physical	70	100	15	Normal	○
25	Roar	Normal	Status	—	100	20	Normal	—
31	Rage	Normal	Physical	20	100	20	Normal	○
37	Take Down	Normal	Physical	90	85	20	Normal	○
43	Payback	Dark	Physical	50	100	10	Normal	○
49	Crunch	Dark	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Metronome	Normal	Status	—	—	10	Depends	—
Faint Attack	Dark	Physical	60	—	20	Normal	○
Reflect	Psychic	Status	—	—	20	2 Allies	—
Present	Normal	Physical	—	90	15	Normal	—
Crunch	Dark	Physical	80	100	15	Normal	○
Heal Bell	Normal	Status	—	—	5	All Allies	—
Snore	Normal	Special	40	100	15	Normal	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○

No. 210 | Fairy Pokémon
Granbull

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 107.4 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Intimidate
- Quick Feet

EGG GROUPS
- Field
- Fairy

STATS
- HP ●●●
- ATTACK ●●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★ POWER ★★★★☆ SKILL ★★★★ STAMINA ★★★ JUMP ★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Snubbull to Lv. 23
Pokémon SoulSilver	Level up Snubbull to Lv. 23
Pokémon Diamond	Level up Snubbull to Lv. 23
Pokémon Pearl	Level up Snubbull to Lv. 23
Pokémon Platinum	Level up Snubbull to Lv. 23

Pokémon HeartGold
It is actually timid and easily spooked. If attacked, it flails about to fend off its attacker.

Pokémon SoulSilver
Because its fangs are too heavy, it always keeps its head tilted down. However, its bite is powerful.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Scary Face	Normal	Status	—	90	10	Normal	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Charm	Normal	Status	—	100	20	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Lick	Ghost	Physical	20	100	30	Normal	○
19	Headbutt	Normal	Physical	70	100	15	Normal	○
27	Roar	Normal	Status	—	100	20	Normal	—
35	Rage	Normal	Physical	20	100	20	Normal	○
43	Take Down	Normal	Physical	90	85	20	Normal	○
51	Payback	Dark	Physical	50	100	10	Normal	○
59	Crunch	Dark	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

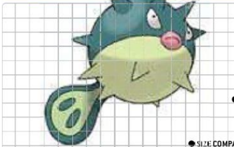
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 211 | Balloon Pokémon
Qwilfish

Water | Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 8.6 lbs.
● ITEMS: Poison Barb

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

Pokémon HeartGold
To fire its poison spikes, it must inflate its body by drinking over 2.6 gallons of water all at once.

Pokémon SoulSilver
The small spikes covering its body developed from scales. They inject a toxin that causes fainting.

EVOLUTION

Does not evolve

ABILITIES
● Poison Point
● Swift Swim

EGG GROUP
Water 2

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 32 (Good Rod/Super Rod)
Pokémon SoulSilver	Route 32 (Good Rod/Super Rod)
Pokémon Diamond	Iron Island exterior (Super Rod)
Pokémon Pearl	Iron Island exterior (Super Rod)
Pokémon Platinum	Iron Island exterior (Super Rod)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Spikes	Ground	Status	—	—	20	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
9	Harden	Normal	Status	—	—	30	Self	—
9	Minimize	Normal	Status	—	—	20	Self	—
13	Water Gun	Water	Special	40	100	25	Normal	—
17	Rollout	Rock	Physical	30	90	20	Normal	○
21	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
25	Stockpile	Normal	Status	—	—	20	Self	—
25	Spit Up	Normal	Special	—	100	10	Normal	—
29	Revenge	Fighting	Physical	60	100	10	Normal	○
33	Brine	Water	Special	65	100	10	Normal	—
37	Pin Missile	Bug	Physical	14	85	20	Normal	—
41	Take Down	Normal	Physical	90	85	20	Normal	○
45	Aqua Tail	Water	Physical	90	90	10	Normal	○
49	Poison Jab	Poison	Physical	80	100	20	Normal	○
53	Destiny Bond	Ghost	Status	—	—	5	Self	—
57	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Haze	Ice	Status	—	—	30	All	—
BubbleBeam	Water	Special	65	100	20	Normal	—
Supersonic	Normal	Status	—	55	20	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Poison Jab	Poison	Physical	80	100	20	Normal	○
Aqua Jet	Water	Physical	40	100	20	Normal	○

No. 212 | Pincer Pokémon
Scizor

Bug | Steel



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'11"
● WEIGHT: 260.1 lbs.
● ITEMS: None

● MALE FORM
Shorter abdomen

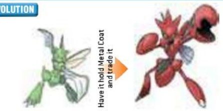
● FEMALE FORM
Longer abdomen

● POKÉWALKER

Pokémon HeartGold
It swings its eye-patterned pincers up to scare its foes. This makes it look like it has three heads.

Pokémon SoulSilver
Its wings are not used for flying. They are flapped at high speed to adjust its body temperature.

EVOLUTION



Scyther
p. 260

Have it hold Metal Coat and trade it

Scizor

ABILITIES
● Swarm
● Technician

EGG GROUP
Bug

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★
POWER ★★★★☆
SKILL ★★☆☆☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Scyther while it holds the Metal Coat
Pokémon SoulSilver	Link trade Scyther while it holds the Metal Coat
Pokémon Diamond	Link trade Scyther while it holds the Metal Coat
Pokémon Pearl	—
Pokémon Platinum	Link trade Scyther while it holds the Metal Coat

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bullet Punch	Steel	Physical	40	100	30	Normal	○
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Focus Energy	Normal	Status	—	—	30	Self	—
9	Pursuit	Dark	Physical	40	100	20	Normal	○
13	False Swipe	Normal	Physical	40	100	40	Normal	○
17	Agility	Psychic	Status	—	—	30	Self	—
21	Metal Claw	Steel	Physical	50	95	35	Normal	○
25	Fury Cutter	Bug	Physical	10	95	20	Normal	○
29	Slash	Normal	Physical	70	100	20	Normal	○
33	Razor Wind	Normal	Special	80	100	10	2 Foes	—
37	Iron Defense	Steel	Status	—	—	15	Self	—
41	X-Scissor	Bug	Physical	80	100	15	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○
49	Double Hit	Normal	Physical	35	90	10	Normal	○
53	Iron Head	Steel	Physical	80	100	15	Normal	○
57	Swords Dance	Normal	Status	—	—	30	Self	—
61	Feint	Normal	Physical	50	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 213 | Mold Pokémon
Shuckle

Bug | Rock



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 45.2 lbs.
- ITEMS: Berry Juice

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Sturdy
- Gluttony

EGG GROUP
Bug

STATS
HP ●
ATTACK ●
DEFENSE ●●●●●●
SP. ATTACK ●
SP. DEFENSE ●●●●●●
SPEED ●

PERFORMANCE
SPEED ★☆
POWER ★☆☆☆
SKILL ★☆
STAMINA ★★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Cianwood City (use Rock Smash)
Pokémon SoulSilver	Cianwood City (use Rock Smash)
Pokémon Diamond	Route 224 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 224 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 224 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
The berries it stores in its vase-like shell decompose and become a gooey liquid.

Pokémon SoulSilver
It stores berries inside its shell. To avoid attacks, it hides beneath rocks and remains completely still.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Withdraw	Water	Status	—	—	40	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Bide	Normal	Physical	—	—	10	Self	○
9	Encore	Normal	Status	—	100	5	Normal	—
14	Safeguard	Normal	Status	—	—	25	2 Allies	—
22	Wrap	Normal	Physical	15	85	20	Normal	○
27	Rest	Psychic	Status	—	—	10	Self	—
35	Gastro Acid	Poison	Status	—	100	10	Normal	—
40	Bug Bite	Bug	Physical	60	100	20	Normal	○
48	Power Trick	Psychic	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sweet Scent	Normal	Status	—	100	20	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Acupressure	Normal	Status	—	—	30	1 Ally	—
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

No. 214 | Single Horn Pokémon
Heracross

Bug | Fighting



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 119.0 lbs.
- ITEMS: None

MALE FORM
Pointed horn

FEMALE FORM
Rounded horn

POKÉWALKER

ABILITIES
- Swarm
- Guts

EGG GROUP
Bug

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Azalea Town (use Headbutt)
Pokémon SoulSilver	Azalea Town (use Headbutt)
Pokémon Diamond	Occasionally appears if you spread Honey on a sweet-smelling tree
Pokémon Pearl	Occasionally appears if you spread Honey on a sweet-smelling tree
Pokémon Platinum	Occasionally appears if you spread Honey on a sweet-smelling tree

Pokémon HeartGold
This powerful Pokémon thrusts its prized horn under its enemies' bellies, then lifts and throws them.

Pokémon SoulSilver
It is usually docile, but if it is disturbed while sipping honey, it chases off the intruder with its horn.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Endure	Normal	Status	—	—	10	Self	—
7	Fury Attack	Normal	Physical	15	85	20	Normal	○
13	Aerial Ace	Flying	Physical	60	—	20	Normal	○
19	Brick Break	Fighting	Physical	75	100	15	Normal	○
25	Counter	Fighting	Physical	—	100	20	Self	○
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Close Combat	Fighting	Physical	120	100	5	Normal	○
43	Reversal	Fighting	Physical	—	100	15	Normal	○
49	Feint	Normal	Physical	50	100	10	Normal	—
55	Megahorn	Bug	Physical	120	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Harden	Normal	Status	—	—	30	Self	—
Bide	Normal	Physical	—	—	10	Self	○
Flail	Normal	Physical	—	100	15	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Revenge	Fighting	Physical	60	100	10	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○

To Contents

No. 215 | Sharp Claw Pokémon
Sneasel

Dark | Ice



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 61.7 lbs.
- ITEMS: Grip Claw, Quick Claw

- MALE FORM: Larger rear
- FEMALE FORM: Smaller rear
- POKÉWALKER

ABILITIES
- Inner Focus
- Keen Eye

EGG GROUP
Field

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★★★ | POWER ★★☆ | SKILL ★★★★☆ | STAMINA ★ | JUMP ★★★☆

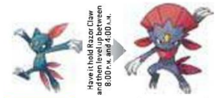
MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Mt. Silver Cave interior
Pokémon SoulSilver	Mt. Silver Cave interior
Pokémon Diamond	Route 216
Pokémon Pearl	Route 216
Pokémon Platinum	Route 216

Pokémon HeartGold
Its paws conceal sharp claws. If attacked, it suddenly extends the claws and startles its enemy.

Pokémon SoulSilver
Vicious in nature, it drives PIDGEY from their nests and scavenges any leftovers it can find.

EVOLUTION



Sneasel → Have it hold Razor Claw and then level up between 8:00 P.M. and 4:00 A.M. → Weavile

p. 431

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Taunt	Dark	Status	—	100	20	Normal	—
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
10	Screech	Normal	Status	—	85	40	Normal	—
14	Faint Attack	Dark	Physical	60	—	20	Normal	○
21	Fury Swipes	Normal	Physical	18	80	15	Normal	○
24	Agility	Psychic	Status	—	—	30	Self	—
28	Icy Wind	Ice	Special	55	95	15	2 Foes	—
35	Slash	Normal	Physical	70	100	20	Normal	○
38	Beat Up	Dark	Physical	10	100	10	Normal	—
42	Metal Claw	Steel	Physical	50	95	35	Normal	○
49	Ice Shard	Ice	Physical	40	100	30	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Spite	Ghost	Status	—	100	10	Normal	—
Foresight	Normal	Status	—	—	40	Normal	—
Reflect	Psychic	Status	—	—	20	2 Allies	—
Bite	Dark	Physical	60	100	25	Normal	○
Crush Claw	Normal	Physical	75	95	10	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Double Hit	Normal	Physical	35	90	10	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Assist	Normal	Status	—	—	20	Depends	—

No. 216 | Little Bear Pokémon
Teddiursa

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 19.4 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Pickup
- Quick Feet

EGG GROUP
Field

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★ | POWER ★★★ | SKILL ★★★★ | STAMINA ★★★★☆ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	—
Pokémon SoulSilver	Route 45
Pokémon Diamond	Route 211, Eterna City side (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 211, Eterna City side (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 211, Eterna City side (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
If it finds honey, its crescent mark glows. It always licks its paws because they're soaked with honey.

Pokémon SoulSilver
Before food becomes scarce in wintertime, its habit is to hoard food in many hidden locations.

EVOLUTION



Teddiursa → Lv. 30 → Ursaring

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Fake Tears	Dark	Status	—	100	20	Normal	—
8	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
29	Slash	Normal	Physical	70	100	20	Normal	○
36	Charm	Normal	Status	—	100	20	Normal	—
43	Rest	Psychic	Status	—	—	10	Self	—
43	Snore	Normal	Special	40	100	15	Normal	—
50	Thrash	Normal	Physical	90	100	20	1 Random	○
57	Fling	Dark	Physical	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

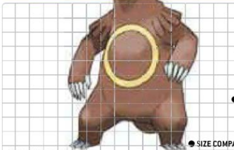
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	○
Take Down	Normal	Physical	90	85	20	Normal	○
Seismic Toss	Fighting	Physical	—	100	20	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Fake Tears	Dark	Status	—	100	20	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Close Combat	Fighting	Physical	120	100	5	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Belly Drum	Normal	Status	—	—	10	Self	—

To Contents

No. 217 | Hibernator Pokémon
Ursaring

Normal

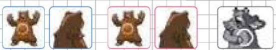


● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'11"
● WEIGHT: 277.3 lbs.
● ITEMS: None



● MALE FORM
Shorter fur on shoulders

● FEMALE FORM
Longer fur on shoulders

● POKÉWALKER

ABILITIES
● Guts
● Quick Feet

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Victory Road

Pokémon Diamond Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Pearl Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon Platinum Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Although it is a good climber, it prefers to snap trees with its forelegs and eat fallen berries.

Pokémon SoulSilver
With its ability to distinguish any aroma, it unfailingly finds all food buried deep underground.

EVOLUTION



Teddiursa → Lv. 30 → Ursaring

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Covet	Normal	Physical	40	100	40	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Lick	Ghost	Physical	20	100	30	Normal	○
1	Fake Tears	Dark	Status	—	100	20	Normal	—
8	Fury Swipes	Normal	Physical	18	80	15	Normal	○
15	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
29	Slash	Normal	Physical	70	100	20	Normal	○
38	Scary Face	Normal	Status	—	90	10	Normal	—
47	Rest	Psychic	Status	—	—	10	Self	—
49	Snore	Normal	Special	40	100	15	Normal	—
58	Thrash	Normal	Physical	90	100	20	1 Random	○
67	Hammer Arm	Fighting	Physical	100	90	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 218 | Lava Pokémon
Slugma

Fire

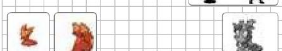


● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'04"
● WEIGHT: 77.2 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
● Magma Armor
● Flame Body

EGG GROUP
Amorphous

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★☆
POWER ★★☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 17

Pokémon SoulSilver Route 17

Pokémon Diamond Stark Mountain interior 1

Pokémon Pearl Stark Mountain interior 1

Pokémon Platinum Stark Mountain interior 1

Pokémon HeartGold
It never sleeps. It has to keep moving because if it stopped, its magma body would cool and harden.

Pokémon SoulSilver
A common sight in volcanic areas, it slowly slithers around in a constant search for warm places.

EVOLUTION



Slugma → Lv. 38 → Magcargo

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Smog	Poison	Special	20	70	20	Normal	—
8	Ember	Fire	Special	40	100	25	Normal	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
16	Harden	Normal	Status	—	—	30	Self	—
23	Recover	Normal	Status	—	—	10	Self	—
26	AncientPower	Rock	Special	60	100	5	Normal	—
31	Amnesia	Psychic	Status	—	—	20	Self	—
38	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
41	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
46	Body Slam	Normal	Physical	85	100	15	Normal	○
53	Flamethrower	Fire	Special	95	100	15	Normal	—
56	Earth Power	Ground	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

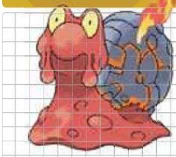
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Acid Armor	Poison	Status	—	—	40	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Curse	???	Status	—	—	10	Normal/Self	—
SmokeScreen	Normal	Status	—	100	20	Normal	—
Memento	Dark	Status	—	100	10	Normal	—
Stockpile	Normal	Status	—	—	20	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Swallow	Normal	Status	—	—	10	Self	—

To Contents

No. 219 | Lava Pokémon
Magcargo

Fire | Rock



● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 2'07"
● WEIGHT: 121.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Magma Armor
- Flame Body

EGG GROUP
Amorphous

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★ | POWER ★★★★ | SKILL ★★ | STAMINA ★★★★☆ | JUMP ★★

Pokémon HeartGold: The shell on its back is just skin that has cooled and hardened. It breaks easily with a slight touch.

Pokémon SoulSilver: Its brittle shell occasionally spouts intense flames that circulate throughout its body.

EVOLUTION



● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Level up Slugma to Lv. 38
Pokémon SoulSilver	Level up Slugma to Lv. 38
Pokémon Diamond	Stark Mountain interior 1
Pokémon Pearl	Stark Mountain interior 1
Pokémon Platinum	Stark Mountain interior 1

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Smog	Poison	Special	20	70	20	Normal	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Rock Throw	Rock	Physical	50	90	15	Normal	—
8	Ember	Fire	Special	40	100	25	Normal	—
11	Rock Throw	Rock	Physical	50	90	15	Normal	—
16	Harden	Normal	Status	—	—	30	Self	—
23	Recover	Normal	Status	—	—	10	Self	—
26	AncientPower	Rock	Special	60	100	5	Normal	—
31	Amnesia	Psychic	Status	—	—	20	Self	—
40	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
45	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
52	Body Slam	Normal	Physical	85	100	15	Normal	○
61	Flamethrower	Fire	Special	95	100	15	Normal	—
66	Earth Power	Ground	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

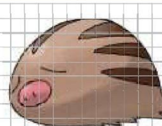
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 220 | Pig Pokémon
Swinub

Ice | Ground

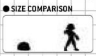


● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 1'04"
● WEIGHT: 14.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Oblivious
- Snow Cloak

EGG GROUP
Field

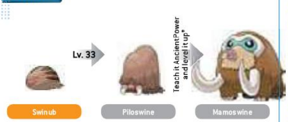
STATS
HP ●●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★ | POWER ★★☆☆ | SKILL ★★ | STAMINA ★★★☆ | JUMP ★★☆

Pokémon HeartGold: It rubs its snout on the ground to find and dig up food. It sometimes discovers hot springs.

Pokémon SoulSilver: If it smells something enticing, it dashes off headlong to find the source of the aroma.

EVOLUTION



p. 437

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Ice Path
Pokémon SoulSilver	Ice Path
Pokémon Diamond	Route 217 (mass outbreak)
Pokémon Pearl	Route 217 (mass outbreak)
Pokémon Platinum	Route 217

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	2 Foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Icy Wind	Ice	Special	55	95	15	2 Foes	—
28	Ice Shard	Ice	Physical	40	100	30	Normal	—
32	Take Down	Normal	Physical	90	85	20	Normal	○
37	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
40	Mist	Ice	Status	—	—	30	2 Allies	—
44	Blizzard	Ice	Special	120	70	5	2 Foes	—
49	Amnesia	Psychic	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

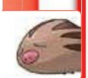
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
AncientPower	Rock	Special	60	100	5	Normal	—
Mud Shot	Ground	Special	55	95	15	Normal	—
Icicle Spear	Ice	Physical	10	100	30	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Fissure	Ground	Physical	—	30	5	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—

*To teach Piloswine AncientPower, give a Heart Scale to the Move Maniac in Blackthorn City or exchange 40 BP at the house in the Battle Frontier.





To Contents

No. 221 | Swine Pokémon
Piloswine

Ice | Ground



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'07"
- WEIGHT: 123.0 lbs.
- ITEMS: None

- MALE FORM: Longer tusks
- FEMALE FORM: Shorter tusks
- POKÉWALKER

ABILITIES
- Oblivious
- Snow Cloak

EGG GROUP
Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★ | POWER ★★★☆ | SKILL ★☆ | STAMINA ★★★★☆ | JUMP ★★

Pokémon HeartGold: Because the long hair all over its body obscures its sight, it just keeps charging repeatedly.

Pokémon SoulSilver: If it charges at an enemy, the hairs on its back stand up straight. It is very sensitive to sound.

EVOLUTION



p. 437

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Swinub to Lv. 33
Pokémon SoulSilver	Level up Swinub to Lv. 33
Pokémon Diamond	Level up Swinub to Lv. 33
Pokémon Pearl	Level up Swinub to Lv. 33
Pokémon Platinum	Route 217 (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	AncientPower	Rock	Special	60	100	5	Normal	—
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	2 Foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Icy Wind	Ice	Special	55	95	15	2 Foes	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	○
32	Take Down	Normal	Physical	90	85	20	Normal	○
33	Fury Attack	Normal	Physical	15	85	20	Normal	○
40	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
48	Mist	Ice	Status	—	—	30	2 Allies	—
56	Blizzard	Ice	Special	120	70	5	2 Foes	—
65	Amnesia	Psychic	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

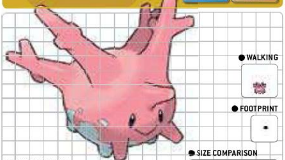
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*To teach Piloswine AncientPower, give a Heart Scale to the Move Maniac in Blackthorn City or exchange 40 BP at the house in the Battle Frontier.

No. 222 | Coral Pokémon
Corsola

Water | Rock



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 11.0 lbs.
- ITEMS: Hard Stone

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Hustle
- Natural Cure

EGG GROUPS
Water 1
Water 3

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★ | POWER ★★☆ | SKILL ★★☆ | STAMINA ★★★ | JUMP ★★★

Pokémon HeartGold: It continuously sheds and grows. The tip of its head is prized as a treasure because of its beauty.

Pokémon SoulSilver: In a south-sea nation, the people live in communities that are built on groups of these Pokémon.

EVOLUTION

Does not evolve

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 34 (Good Rod/Super Rod, morning and afternoon only)
Pokémon SoulSilver	Route 34 (Good Rod/Super Rod, morning and afternoon only)
Pokémon Diamond	Route 230 (mass outbreak)
Pokémon Pearl	Route 230 (mass outbreak)
Pokémon Platinum	Route 230 (mass outbreak)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
8	Bubble	Water	Special	20	100	30	2 Foes	—
13	Recover	Normal	Status	—	—	10	Self	—
16	Refresh	Normal	Status	—	—	20	Self	—
20	Rock Blast	Rock	Physical	25	80	10	Normal	—
25	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
32	AncientPower	Rock	Special	60	100	5	Normal	—
37	Aqua Ring	Water	Status	—	—	20	Self	—
40	Spike Cannon	Normal	Physical	20	100	15	Normal	—
44	Power Gem	Rock	Special	70	100	20	Normal	—
48	Mirror Coat	Psychic	Special	—	100	20	Self	—
53	Earth Power	Ground	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

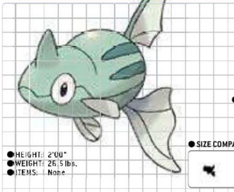
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Screech	Normal	Status	—	85	40	Normal	—
Mist	Ice	Status	—	—	30	2 Allies	—
Amnesia	Psychic	Status	—	—	20	Self	—
Barrier	Psychic	Status	—	—	30	Self	—
Ingrain	Grass	Status	—	—	20	Self	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Icicle Spear	Ice	Physical	10	100	30	Normal	—
Nature Power	Normal	Status	—	—	20	Depends	—
Aqua Ring	Water	Status	—	—	20	Self	—
Curse	???	Status	—	—	10	Normal/Self	—

To Contents

No. 223 | Jet Pokémon
Remoraid

Water

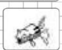


- HEIGHT: 2'00"
- WEIGHT: 26.5 lbs.
- ITEMS: None

WALKING · FOOTPRINT · SIZE COMPARISON



MALE/FEMALE HAVE SAME FORM

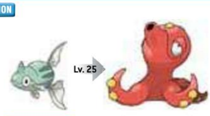


POKÉWALKER

Pokémon HeartGold: It has superb accuracy. The water it shoots out can strike moving prey from more than 300 feet away.

Pokémon SoulSilver: Using its dorsal fin as a suction pad, it clings to a MANTINE's underside to scavenge for leftovers.

EVOLUTION



Remoraid → Lv. 25 → Octillery

ABILITIES
- Hustle
- Sniper

EGG GROUPS
- Water 1
- Water 2

STATS
- HP ●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●
- SPEED ●●●

PERFORMANCE
- SPEED ★★★
- POWER ★★☆
- SKILL ★★★★☆
- STAMINA ★★☆
- JUMP ★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 44 (Good Rod/Super Rod)
Pokémon SoulSilver	Route 44 (Good Rod/Super Rod)
Pokémon Diamond	Route 213 (Good Rod)
Pokémon Pearl	Route 213 (Good Rod)
Pokémon Platinum	Route 213 (Good Rod)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Lock-On	Normal	Status	—	—	5	Normal	—
10	Psybeam	Psychic	Special	65	100	20	Normal	—
14	Aurora Beam	Ice	Special	65	100	20	Normal	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Focus Energy	Normal	Status	—	—	30	Self	—
27	Bullet Seed	Grass	Physical	10	100	30	Normal	—
32	Water Pulse	Water	Special	60	100	20	Normal	—
36	Signal Beam	Bug	Special	75	100	15	Normal	—
40	Ice Beam	Ice	Special	95	100	10	Normal	—
45	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

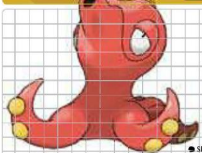
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Aurora Beam	Ice	Special	65	100	20	Normal	—
Octazooka	Water	Special	65	85	10	Normal	—
Supersonic	Normal	Status	—	55	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Screech	Normal	Status	—	85	40	Normal	—
Thunder Wave	Electric	Status	—	100	20	Normal	—
Rock Blast	Rock	Physical	25	80	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Water Spout	Water	Special	150	100	5	2 Foes	—

No. 224 | Jet Pokémon
Octillery

Water



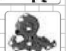
- HEIGHT: 2'11"
- WEIGHT: 62.8 lbs.
- ITEMS: None

WALKING · FOOTPRINT · SIZE COMPARISON



MALE FORM
Bigger suction cups

FEMALE FORM
Smaller suction cups



POKÉWALKER

Pokémon HeartGold: It traps foes with the suction cups on its tentacles, then smashes them with its rock-hard head.

Pokémon SoulSilver: It instinctively sneaks into rocky holes. If it gets sleepy, it steals the nest of a fellow OCTILLERY.

EVOLUTION



Remoraid → Lv. 25 → Octillery

ABILITIES
- Suction Cups
- Sniper

EGG GROUPS
- Water 1
- Water 2

STATS
- HP ●●●
- ATTACK ●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●
- SPEED ●●

PERFORMANCE
- SPEED ★★
- POWER ★★★★
- SKILL ★★★☆
- STAMINA ★★★★☆
- JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Level up Remoraid to Lv. 25
Pokémon SoulSilver	Level up Remoraid to Lv. 25
Pokémon Diamond	Route 213 (Super Rod)
Pokémon Pearl	Route 213 (Super Rod)
Pokémon Platinum	Route 213 (Super Rod)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Gunk Shot	Poison	Physical	120	70	5	Normal	—
1	Rock Blast	Rock	Physical	25	80	10	Normal	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Psybeam	Psychic	Special	65	100	20	Normal	—
1	Aurora Beam	Ice	Special	65	100	20	Normal	—
6	Constrict	Normal	Physical	10	100	35	Normal	○
10	Psybeam	Psychic	Special	65	100	20	Normal	—
14	Aurora Beam	Ice	Special	65	100	20	Normal	—
19	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Focus Energy	Normal	Status	—	—	30	Self	—
25	Octazooka	Water	Special	65	85	10	Normal	—
29	Bullet Seed	Grass	Physical	10	100	30	Normal	—
36	Wring Out	Normal	Special	—	100	5	Normal	○
42	Signal Beam	Bug	Special	75	100	15	Normal	—
48	Ice Beam	Ice	Special	95	100	10	Normal	—
55	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

To Contents

No. 225 | Delivery Pokémon
Delibird

Ice / Flying



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 35.3 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

Pokémon HeartGold: It carries food all day long. There are tales about lost people who were saved by its stored food.

Pokémon SoulSilver: It nests at the edge of sharp cliffs. It spends all day carrying food to its awaiting chicks.

EVOLUTION

Does not evolve

ABILITIES
- Vital Spirit
- Hustle

EGG GROUPS
- Water 1
- Field

STATS: HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE: SPEED ★★★ · POWER ★★★ · SKILL ★★★☆ · STAMINA ★★★★☆ · JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	—
Pokémon SoulSilver	Ice Path
Pokémon Diamond	Route 216 (mass outbreak)
Pokémon Pearl	Route 216 (mass outbreak)
Pokémon Platinum	Route 217 (mass outbreak)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Present	Normal	Physical	—	90	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

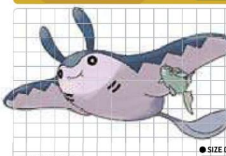
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Aurora Beam	Ice	Special	65	100	20	Normal	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Future Sight	Psychic	Special	80	90	15	Normal	—
Splash	Normal	Status	—	—	40	Self	—
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Ice Ball	Ice	Physical	30	90	20	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○

No. 226 | Kite Pokémon
Mantine

Water / Flying



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 6'11"
- WEIGHT: 485.0 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

Pokémon HeartGold: As it majestically swims, it doesn't care if REMORAID attach to it for scavenging its leftovers.

Pokémon SoulSilver: Swimming freely in open seas, it may fly out of the water and over the waves if it builds up enough speed.

EVOLUTION



Mantyke

p. 430

Level it up while Remoraid is in your party



Mantine

ABILITIES
- Swift Swim
- Water Absorb

EGG GROUP
- Water 1

STATS: HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE: SPEED ★★★☆ · POWER ★★★☆ · SKILL ★★★ · STAMINA ★★★★☆ · JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 41 (water surface)
Pokémon SoulSilver	—
Pokémon Diamond	Put Remoraid in your party and level up Mantyke
Pokémon Pearl	Put Remoraid in your party and level up Mantyke
Pokémon Platinum	Put Remoraid in your party and level up Mantyke

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Psybeam	Psychic	Special	65	100	20	Normal	—
1	Bullet Seed	Grass	Physical	10	100	30	Normal	—
1	Signal Beam	Bug	Special	75	100	15	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
1	BubbleBeam	Water	Special	65	100	20	Normal	—
4	Supersonic	Normal	Status	—	55	20	Normal	—
10	BubbleBeam	Water	Special	65	100	20	Normal	—
13	Headbutt	Normal	Physical	70	100	15	Normal	○
19	Agility	Psychic	Status	—	—	30	Self	—
22	Wing Attack	Flying	Physical	60	100	35	Normal	○
28	Water Pulse	Water	Special	60	100	20	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	○
37	Confuse Ray	Ghost	Status	—	100	10	Normal	—
40	Bounce	Flying	Physical	85	85	5	Normal	○
46	Aqua Ring	Water	Status	—	—	20	Self	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Twister	Dragon	Special	40	100	20	2 Foes	—
Hydro Pump	Water	Special	120	80	5	Normal	—
Haze	Ice	Status	—	—	30	All	—
Slam	Normal	Physical	80	75	20	Normal	○
Mud Sport	Ground	Status	—	—	15	All	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
Mirror Coat	Psychic	Special	—	100	20	Self	—
Water Sport	Water	Status	—	—	15	All	—
Splash	Normal	Status	—	—	40	Self	—

To Contents

No. 227 | Armor Bird Pokémon
Skarmory

Steel | Flying



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 5'07"
● WEIGHT: 111.3 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Keen Eye
- Sturdy

EGG GROUP
Flying

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★★ SKILL ★☆ STAMINA ★★☆☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Route 45
Pokémon Diamond	Route 227
Pokémon Pearl	Route 227
Pokémon Platinum	Route 227

Pokémon HeartGold
Its sturdy wings look heavy, but they are actually hollow and light, allowing it to fly freely in the sky.

Pokémon SoulSilver
After nesting in bramble bushes, the wings of its chicks grow hard from scratches by thorns.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Peck	Flying	Physical	35	100	35	Normal	○
6	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Swift	Normal	Special	60	—	20	2 Foes	—
12	Agility	Psychic	Status	—	—	30	Self	—
17	Fury Attack	Normal	Physical	15	85	20	Normal	○
20	Feint	Normal	Physical	50	100	10	Normal	—
23	Air Cutter	Flying	Special	55	95	25	2 Foes	—
28	Spikes	Ground	Status	—	—	20	2 Foes	—
31	Metal Sound	Steel	Status	—	85	40	Normal	—
34	Steel Wing	Steel	Physical	70	90	25	Normal	○
39	Air Slash	Flying	Special	75	95	20	Normal	—
42	Slash	Normal	Physical	70	100	20	Normal	○
45	Night Slash	Dark	Physical	70	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Drill Peck	Flying	Physical	80	100	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Whirlwind	Normal	Status	—	100	20	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Brave Bird	Flying	Physical	120	100	15	Normal	○
Assurance	Dark	Physical	50	100	10	Normal	○
Guard Swap	Psychic	Status	—	—	10	Normal	—

No. 228 | Dark Pokémon
Houndour

Dark | Fire



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 23.8 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Early Bird
- Flash Fire

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★ POWER ★★☆ SKILL ★★★★ STAMINA ★★★ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 7 (night only)
Pokémon SoulSilver	Route 7 (night only)
Pokémon Diamond	—
Pokémon Pearl	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Platinum	Route 214

Pokémon HeartGold
It uses different kinds of cries for communicating with others of its kind and for pursuing its prey.

Pokémon SoulSilver
To corner prey, they check each other's location using barks that only they can understand.

EVOLUTION


Houndour

Lv. 24


Houndoom

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
4	Howl	Normal	Status	—	—	40	Self	—
9	Smog	Poison	Special	20	70	20	Normal	—
14	Roar	Normal	Status	—	100	20	Normal	—
17	Bite	Dark	Physical	60	100	25	Normal	○
22	Odor Sleuth	Normal	Status	—	—	40	Normal	—
27	Beat Up	Dark	Physical	10	100	10	Normal	—
30	Fire Fang	Fire	Physical	65	95	15	Normal	○
35	Faint Attack	Dark	Physical	60	—	20	Normal	○
40	Embargo	Dark	Status	—	100	15	Normal	—
43	Flamethrower	Fire	Special	95	100	15	Normal	—
48	Crunch	Dark	Physical	80	100	15	Normal	○
53	Nasty Plot	Dark	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

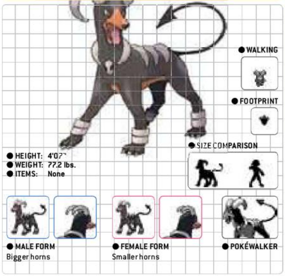
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fire Spin	Fire	Special	15	70	15	Normal	—
Rage	Normal	Physical	20	100	20	Normal	○
Pursuit	Dark	Physical	40	100	20	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Spite	Ghost	Status	—	100	10	Normal	—
Reversal	Fighting	Physical	—	100	15	Normal	○
Beat Up	Dark	Physical	10	100	10	Normal	—
Will-O-Wisp	Fire	Status	—	75	15	Normal	—
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Nasty Plot	Dark	Status	—	—	20	Self	—
Punishment	Dark	Physical	—	100	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—

To Contents

No. 229 | Dark Pokémon
Houndoom

Dark | Fire



- HEIGHT: 4'07"
- WEIGHT: 77.2 lbs.
- ITEMS: None

ABILITIES
- Early Bird
- Flash Fire

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★
POWER ★★★
SKILL ★★
STAMINA ★★★☆
JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Houndour to Lv. 24
Pokémon SoulSilver	Level up Houndour to Lv. 24
Pokémon Diamond	—
Pokémon Pearl	Route 214 (use Poké Radar)
Pokémon Platinum	Level up Houndour to Lv. 24

Pokémon HeartGold
If you are burned by the flames it shoots from its mouth, the pain will never go away.

Pokémon SoulSilver
Upon hearing its eerie howls, other Pokémon get the shivers and head straight back to their nests.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Howl	Normal	Status	—	—	40	Self	—
1	Smog	Poison	Special	20	70	20	Normal	—
4	Howl	Normal	Status	—	—	40	Self	—
9	Smog	Poison	Special	20	70	20	Normal	—
14	Roar	Normal	Status	—	100	20	Normal	—
17	Bite	Dark	Physical	60	100	25	Normal	○
22	Odor Sleuth	Normal	Status	—	—	40	Normal	—
28	Beat Up	Dark	Physical	10	100	10	Normal	—
32	Fire Fang	Fire	Physical	65	95	15	Normal	○
38	Faint Attack	Dark	Physical	60	—	20	Normal	○
44	Embargo	Dark	Status	—	100	15	Normal	—
48	Flamethrower	Fire	Special	95	100	15	Normal	—
54	Crunch	Dark	Physical	80	100	15	Normal	○
60	Nasty Plot	Dark	Status	—	—	20	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

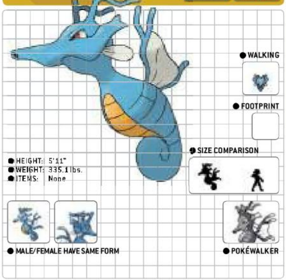
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 230 | Dragon Pokémon
Kingdra

Water | Dragon



- HEIGHT: 5'11"
- WEIGHT: 335.1 lbs.
- ITEMS: None

ABILITIES
- Swift Swim
- Sniper

EGG GROUPS
Water 1
Dragon

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆☆☆
POWER ★★★★
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★

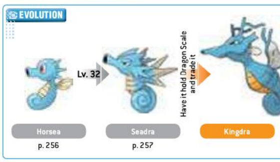
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Seadra while it holds the Dragon Scale
Pokémon SoulSilver	Link trade Seadra while it holds the Dragon Scale
Pokémon Diamond	Link trade Seadra while it holds the Dragon Scale
Pokémon Pearl	Link trade Seadra while it holds the Dragon Scale
Pokémon Platinum	Link trade Seadra while it holds the Dragon Scale

Pokémon HeartGold
It is said that it usually hides in underwater caves. It can create whirlpools by yawning.

Pokémon SoulSilver
It sleeps deep on the ocean floor to build its energy. It is said to cause tornadoes as it wakes.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
4	SmokeScreen	Normal	Status	—	100	20	Normal	—
8	Leer	Normal	Status	—	100	30	2 Foes	—
11	Water Gun	Water	Special	40	100	25	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
18	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Agility	Psychic	Status	—	—	30	Self	—
26	Twister	Dragon	Special	40	100	20	2 Foes	—
30	Brine	Water	Special	65	100	10	Normal	—
40	Hydro Pump	Water	Special	120	80	5	Normal	—
48	Dragon Dance	Dragon	Status	—	—	20	Self	—
57	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
								—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

To Contents

No. 231 | Long Nose Pokémon
Phanpy

Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 73.9 lbs.
● ITEMS: Passho Berry

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Pickup

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 45
Pokémon SoulSilver	—
Pokémon Diamond	Route 207 (mass outbreak)
Pokémon Pearl	Route 207 (mass outbreak)
Pokémon Platinum	Route 207 (mass outbreak)

Pokémon HeartGold
It swings its long snout around playfully, but because it is so strong, that can be dangerous.

Pokémon SoulSilver
As a sign of affection, it bumps with its snout. However, it is so strong, it may send you flying.

EVOLUTION



Phanpy → Lv. 25 → Donphan

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
6	Flail	Normal	Physical	—	100	15	Normal	○
10	Take Down	Normal	Physical	90	85	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Natural Gift	Normal	Physical	—	100	15	Normal	—
24	Slam	Normal	Physical	80	75	20	Normal	○
28	Endure	Normal	Status	—	—	10	Self	—
33	Charm	Normal	Status	—	100	20	Normal	—
37	Last Resort	Normal	Physical	130	100	5	Normal	○
42	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Focus Energy	Normal	Status	—	—	30	Self	—
Body Slam	Normal	Physical	85	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Counter	Fighting	Physical	—	100	20	Self	○
Fissure	Ground	Physical	—	30	5	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Ice Shard	Ice	Physical	40	100	30	Normal	—
Head Smash	Rock	Physical	150	80	5	Normal	○

No. 232 | Armor Pokémon
Donphan

Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 264.6 lbs.
● ITEMS: Passho Berry

● MALE FORM
Longer tusks

● FEMALE FORM
Smaller tusks

● POKÉWALKER

ABILITY
● Sturdy

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆☆
POWER ★★★★★
SKILL ★★
STAMINA ★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Victory Road
Pokémon SoulSilver	—
Pokémon Diamond	Level up Phanpy to Lv. 25
Pokémon Pearl	Level up Phanpy to Lv. 25
Pokémon Platinum	Level up Phanpy to Lv. 25

Pokémon HeartGold
It has sharp, hard tusks and a rugged hide. Its tackle is strong enough to knock down a house.

Pokémon SoulSilver
The longer and bigger its tusks, the higher its rank in its herd. The tusks take long to grow.

EVOLUTION



Phanpy → Lv. 25 → Donphan

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Horn Attack	Normal	Physical	65	100	25	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Flail	Normal	Physical	—	100	15	Normal	○
6	Rapid Spin	Normal	Physical	20	100	40	Normal	○
10	Knock Off	Dark	Physical	20	100	20	Normal	○
15	Rollout	Rock	Physical	30	90	20	Normal	○
19	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
24	Slam	Normal	Physical	80	75	20	Normal	○
25	Fury Attack	Normal	Physical	15	85	20	Normal	○
31	Assurance	Dark	Physical	50	100	10	Normal	○
39	Scary Face	Normal	Status	—	90	10	Normal	—
46	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
54	Giga Impact	Normal	Physical	150	90	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Bounce	Flying	Physical	85	85	5	Normal	○

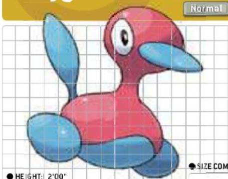
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 233 | Virtual Pokémon
Porygon2

Normal



● HEIGHT: 2'00"
● WEIGHT: 71.6 lbs.
● ITEMS: None

● WALKING ● FOOTPRINT ● SIZE COMPARISON

● GENDER UNKNOWN ● POKÉWALKER

ABILITIES
- Trace
- Download

EGG GROUP
Mineral

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Link trade Porygon while it holds the Up-Grade
Pokémon SoulSilver	Link trade Porygon while it holds the Up-Grade
Pokémon Diamond	Link trade Porygon while it holds the Up-Grade
Pokémon Pearl	Link trade Porygon while it holds the Up-Grade
Pokémon Platinum	Link trade Porygon while it holds the Up-Grade

Pokémon HeartGold
This upgraded version of PORYGON is designed for space exploration. It can't fly, however.

Pokémon SoulSilver
Further research enhanced its abilities. Sometimes, it may exhibit motions that were not programmed.

EVOLUTION



Porygon p. 267
Porygon-Z p. 438

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Conversion 2	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Conversion	Normal	Status	—	—	30	Self	—
1	Defense Curl	Normal	Status	—	—	40	Self	—
7	Psybeam	Psychic	Special	65	100	20	Normal	—
12	Agility	Psychic	Status	—	—	30	Self	—
18	Recover	Normal	Status	—	—	10	Self	—
23	Magnet Rise	Electric	Status	—	—	10	Self	—
29	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Recycle	Normal	Status	—	—	10	Self	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
45	Lock-On	Normal	Status	—	—	5	Normal	—
51	Tri Attack	Normal	Special	80	100	10	Normal	—
56	Magic Coat	Psychic	Status	—	—	15	Self	—
62	Zap Cannon	Electric	Special	120	50	5	Normal	—
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

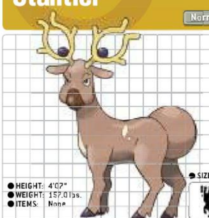
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 234 | Big Horn Pokémon
Stantler

Normal



● HEIGHT: 4'07"
● WEIGHT: 157.0 lbs.
● ITEMS: None

● WALKING ● FOOTPRINT ● SIZE COMPARISON

● MALE/FEMALE HAVE SAME FORM ● POKÉWALKER

ABILITIES
- Intimidate
- Frisk

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★
POWER ★★★★
SKILL ★★★
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 36
Pokémon SoulSilver	Route 36
Pokémon Diamond	—
Pokémon Pearl	Route 207 (use Poké Radar)
Pokémon Platinum	Route 207 (use Poké Radar)

Pokémon HeartGold
The curved antlers subtly change the flow of air to create a strange space where reality is distorted.

Pokémon SoulSilver
Those who stare at its antlers will gradually lose control of their senses and be unable to stand.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Leer	Normal	Status	—	100	30	2 Foes	—
7	Astonish	Ghost	Physical	30	100	15	Normal	○
10	Hypnosis	Psychic	Status	—	60	20	Normal	—
13	Stomp	Normal	Physical	65	100	20	Normal	○
16	Sand-Attack	Ground	Status	—	100	15	Normal	—
21	Take Down	Normal	Physical	90	85	20	Normal	○
23	Confuse Ray	Ghost	Status	—	100	10	Normal	—
27	Calm Mind	Psychic	Status	—	—	20	Self	—
33	Role Play	Psychic	Status	—	—	10	Normal	—
38	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Imprison	Psychic	Status	—	—	10	Self	—
49	Captivate	Normal	Status	—	100	20	2 Foes	—
53	Me First	Normal	Status	—	—	20	Depends	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Spite	Ghost	Status	—	100	10	Normal	—
Disable	Normal	Status	—	80	20	Normal	—
Bite	Dark	Physical	60	100	25	Normal	○
Swagger	Normal	Status	—	90	15	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Extrasensory	Psychic	Special	80	100	30	Normal	—
Thrash	Normal	Physical	90	100	20	1 Random	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Megahorn	Bug	Physical	120	85	10	Normal	○

To Contents

No. 235 | Painter Pokémon
Smeargle

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 127.9 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Own Tempo
- Technician

EGG GROUP
Field

STATS
HP ●●
ATTACK ●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★☆
SKILL ★★★★★
STAMINA ★★★
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Ruins of Alph (outside)
Pokémon SoulSilver	Ruins of Alph (outside)
Pokémon Diamond	Route 212, Hearthome City side (use Poké Radar)
Pokémon Pearl	Route 212, Hearthome City side (use Poké Radar)
Pokémon Platinum	Route 212, Hearthome City side (use Poké Radar)

Pokémon HeartGold: A special fluid oozes from the tip of its tail. It paints the fluid everywhere to mark its territory.

Pokémon SoulSilver: Once it becomes an adult, it has a tendency to let its comrades plant footprints on its back.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sketch	Normal	Status	—	—	1	Normal	—
11	Sketch	Normal	Status	—	—	1	Normal	—
21	Sketch	Normal	Status	—	—	1	Normal	—
31	Sketch	Normal	Status	—	—	1	Normal	—
41	Sketch	Normal	Status	—	—	1	Normal	—
51	Sketch	Normal	Status	—	—	1	Normal	—
61	Sketch	Normal	Status	—	—	1	Normal	—
71	Sketch	Normal	Status	—	—	1	Normal	—
81	Sketch	Normal	Status	—	—	1	Normal	—
91	Sketch	Normal	Status	—	—	1	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

No. 236 | Scuffle Pokémon
Tyrogue

Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'04"
- WEIGHT: 46.3 lbs.
- ITEMS: None
- MALE FORM
- POKÉWALKER

ABILITIES
- Guts
- Steadfast

EGG GROUP
No Egg has ever been discovered

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★
POWER ★★☆☆
SKILL ★★★★
STAMINA ★★
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Receive from the Karate King at Mt. Mortar B1F
Pokémon SoulSilver	Receive from the Karate King at Mt. Mortar B1F
Pokémon Diamond	Route 211, Eterna City side (use Poké Radar)
Pokémon Pearl	Route 211, Eterna City side (use Poké Radar)
Pokémon Platinum	Route 211, Eterna City side (use Poké Radar)

Pokémon HeartGold: It is always bursting with energy. To make itself stronger, it keeps on fighting even if it loses.

Pokémon SoulSilver: Even though it is small, it can't be ignored because it will slug any handy target without warning.

EVOLUTION



Tyrogue
- Lv. 20 — Attack is higher than Defense → Hitmonlee p. 251
- Lv. 20 — Defense is higher than Attack → Hitmonchan p. 252
- Lv. 20 — Attack and Defense are the same → Hitmontop

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
1	Fake Out	Normal	Physical	40	100	10	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

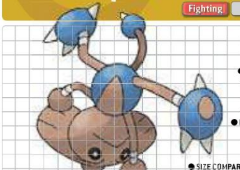
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rapid Spin	Normal	Physical	20	100	40	Normal	○
Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
Mach Punch	Fighting	Physical	40	100	30	Normal	○
Mind Reader	Normal	Status	—	—	5	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Counter	Fighting	Physical	—	100	20	Self	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Bullet Punch	Steel	Physical	40	100	30	Normal	○

To Contents

No. 237 | Handstand Pokémon
Hitmontop

Fighting

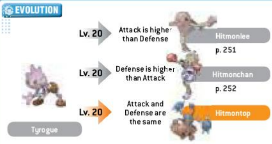


- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'07"
- WEIGHT: 105.8 lbs.
- ITEMS: None
- MALE FORM
- POKÉWALKER

Pokémon HeartGold: If you are enchanted by its smooth, dance-like kicks, you may get a closer experience with one than you'd like.

Pokémon SoulSilver: It launches kicks while spinning. If it spins at high speed, it may bore its way into the ground.

EVOLUTION



ABILITIES
- Intimidate
- Technician

EGG GROUP
Human-Like

STATS
- HP ●●
- ATTACK ●●●●
- DEFENSE ●●●●
- SP. ATTACK ●
- SP. DEFENSE ●●●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★★
- POWER ★★★
- SKILL ★★★★★
- STAMINA ★★★
- JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20
Pokémon SoulSilver	Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20
Pokémon Diamond	Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20
Pokémon Pearl	Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20
Pokémon Platinum	Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Rolling Kick	Fighting	Physical	60	85	15	Normal	○
6	Focus Energy	Normal	Status	—	—	30	Self	—
10	Pursuit	Dark	Physical	40	100	20	Normal	○
15	Quick Attack	Normal	Physical	40	100	30	Normal	○
19	Triple Kick	Fighting	Physical	10	90	10	Normal	○
24	Rapid Spin	Normal	Physical	20	100	40	Normal	○
28	Counter	Fighting	Physical	—	100	20	Self	○
33	Feint	Normal	Physical	50	100	10	Normal	—
37	Agility	Psychic	Status	—	—	30	Self	—
42	Gyro Ball	Steel	Physical	—	100	5	Normal	○
46	Detect	Fighting	Status	—	—	5	Self	—
51	Close Combat	Fighting	Physical	120	100	5	Normal	○
55	Endeavor	Normal	Physical	—	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 238 | Kiss Pokémon
Smoochum

Ice Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 13.2 lbs.
- ITEMS: None
- FEMALE FORM
- POKÉWALKER

Pokémon HeartGold: Its lips are the most sensitive part of its body. It always uses its lips first to examine things.

Pokémon SoulSilver: It always rocks its head slowly backwards and forwards as if it is trying to kiss someone.

EVOLUTION



ABILITIES
- Oblivious
- Forewarn

EGG GROUP
No Egg has ever been discovered

STATS
- HP ●●
- ATTACK ●
- DEFENSE ●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★★★
- POWER ★☆
- SKILL ★★★☆
- STAMINA ★☆☆
- JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Find its Egg at the Pokémon Day Care and hatch it
Pokémon SoulSilver	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Diamond	Lake Acuity (mass outbreak)
Pokémon Pearl	Lake Acuity (mass outbreak)
Pokémon Platinum	Snowpoint Temple 1F

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
5	Lick	Ghost	Physical	20	100	30	Normal	○
8	Sweet Kiss	Normal	Status	—	75	10	Normal	—
11	Powder Snow	Ice	Special	40	100	25	2 Foes	—
15	Confusion	Psychic	Special	50	100	25	Normal	—
18	Sing	Normal	Status	—	55	15	Normal	—
21	Mean Look	Normal	Status	—	—	5	Normal	—
25	Fake Tears	Dark	Status	—	100	20	Normal	—
28	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
31	Avalanche	Ice	Physical	60	100	10	Normal	○
35	Psychic	Psychic	Special	90	100	10	Normal	—
38	Copycat	Normal	Status	—	—	20	Depends	—
41	Perish Song	Normal	Status	—	—	5	All	—
45	Blizzard	Ice	Special	120	70	5	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

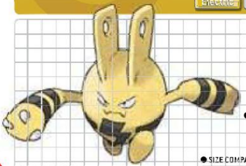
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Meditate	Psychic	Status	—	—	40	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Wish	Normal	Status	—	—	10	Self	—
Ice Punch	Ice	Physical	75	100	15	Normal	○
Miracle Eye	Psychic	Status	—	—	40	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—

No. 239 | Electric Pokémon
Elekid

Electric



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'00"
- WEIGHT: 51.8 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Static

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★ POWER ★★☆ SKILL ★★★ STAMINA ★☆ JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Find its Egg at the Pokémon Day Care and hatch it
Pokémon SoulSilver	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Diamond	Valley Windworks (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Valley Windworks (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It rotates its arms to generate electricity, but it tires easily, so it only charges up a little bit.

Pokémon SoulSilver
Even in the most vicious storm, this Pokémon plays happily if thunder rumbles in the sky.

EVOLUTION



Elekid — Electabuzz p. 261 — Electivire p. 434

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	ThunderShock	Electric	Special	40	100	30	Normal	—
10	Low Kick	Fighting	Physical	—	100	20	Normal	○
16	Swift	Normal	Special	60	—	20	2 Foes	—
19	Shock Wave	Electric	Special	60	—	20	Normal	—
25	Light Screen	Psychic	Status	—	—	30	2 Allies	—
28	ThunderPunch	Electric	Physical	75	100	15	Normal	○
34	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
37	Thunderbolt	Electric	Special	95	100	15	Normal	—
43	Screech	Normal	Status	—	85	40	Normal	—
46	Thunder	Electric	Special	120	70	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Karate Chop	Fighting	Physical	50	100	25	Normal	○
Barrier	Psychic	Status	—	—	30	Self	—
Rolling Kick	Fighting	Physical	60	85	15	Normal	○
Meditate	Psychic	Status	—	—	40	Self	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Feint	Normal	Physical	50	100	10	Normal	—

No. 240 | Live Coal Pokémon
Magby

Fire



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'04"
- WEIGHT: 47.2 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Flame Body

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★ POWER ★★★ SKILL ★★★ STAMINA ★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Find its Egg at the Pokémon Day Care and hatch it
Pokémon SoulSilver	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Diamond	Route 227 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 227 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
Each and every time it inhales and exhales, hot embers dribble from its mouth and nostrils.

Pokémon SoulSilver
It is found in volcanic craters. Its body temperature is over 1,100 degrees Fahrenheit, so don't underestimate it.

EVOLUTION



Magby — Magmar p. 261 — Magmortar p. 434

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	—
34	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
37	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Sunny Day	Fire	Status	—	—	5	All	—
46	Fire Blast	Fire	Special	120	85	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

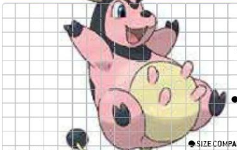
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Karate Chop	Fighting	Physical	50	100	25	Normal	○
Mega Punch	Normal	Physical	80	85	20	Normal	○
Barrier	Psychic	Status	—	—	30	Self	—
Screech	Normal	Status	—	85	40	Normal	—
Cross Chop	Fighting	Physical	100	80	5	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Mach Punch	Fighting	Physical	40	100	30	Normal	○
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Flare Blitz	Fire	Physical	120	100	15	Normal	○
Belly Drum	Normal	Status	—	—	10	Self	—

To Contents

No. 241 | Milk Cow Pokémon
Miltank

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 166.4 lbs.
- ITEMS: Moomoo Milk
- FEMALE FORM
- POKÉWALKER

ABILITIES
- Thick Fat
- Scrappy

EGG GROUP
Field

STATS
- HP ●●●●
- ATTACK ●●●
- DEFENSE ●●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★ SKILL ★★★☆ STAMINA ★★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Route 38
Pokémon SoulSilver	Route 38
Pokémon Diamond	Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)
Pokémon Pearl	Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)
Pokémon Platinum	Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)

Pokémon HeartGold
Its milk is packed with nutrition, making it the ultimate beverage for the sick or weary.

Pokémon SoulSilver
If it is around babies, the milk it produces contains much more nutrition than usual.

EVOLUTION
Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Growl	Normal	Status	—	100	40	2 Foes	—
5	Defense Curl	Normal	Status	—	—	40	Self	—
8	Stomp	Normal	Physical	65	100	20	Normal	○
11	Milk Drink	Normal	Status	—	—	10	Self	—
15	Bide	Normal	Physical	—	—	10	Self	○
19	Rollout	Rock	Physical	30	90	20	Normal	○
24	Body Slam	Normal	Physical	85	100	15	Normal	○
29	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
35	Captivate	Normal	Status	—	100	20	2 Foes	—
41	Gyro Ball	Steel	Physical	—	100	5	Normal	○
48	Heal Bell	Normal	Status	—	—	5	All Allies	—
55	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Reversal	Fighting	Physical	—	100	15	Normal	○
Seismic Toss	Fighting	Physical	—	100	20	Normal	○
Endure	Normal	Status	—	—	10	Self	—
Psych Up	Normal	Status	—	—	10	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Dizzy Punch	Normal	Physical	70	100	10	Normal	○
Hammer Arm	Fighting	Physical	100	90	10	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○

No. 242 | Happiness Pokémon
Blissey

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'11"
- WEIGHT: 103.2 lbs.
- ITEMS: None
- FEMALE FORM
- POKÉWALKER

ABILITIES
- Natural Cure
- Serene Grace

EGG GROUP
Fairy

STATS
- HP ●●●●●●
- ATTACK ●
- DEFENSE ●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●●●●
- SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★ STAMINA ★★★★★ JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Chansey with high friendship
Pokémon SoulSilver	Level up Chansey with high friendship
Pokémon Diamond	Level up Chansey with high friendship
Pokémon Pearl	Level up Chansey with high friendship
Pokémon Platinum	Level up Chansey with high friendship

Pokémon HeartGold
Anyone who takes even one taste of BLISSEY's egg becomes unfailingly caring and pleasant to everyone.

Pokémon SoulSilver
It has a very compassionate nature. If it sees a sick Pokémon, it will nurse the sufferer back to health.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Refresh	Normal	Status	—	—	20	Self	—
12	Softboiled	Normal	Status	—	—	10	Self	—
16	DoubleSlap	Normal	Physical	15	85	10	Normal	○
20	Minimize	Normal	Status	—	—	20	Self	—
23	Sing	Normal	Status	—	55	15	Normal	—
27	Fling	Dark	Physical	—	100	10	Normal	—
31	Defense Curl	Normal	Status	—	—	40	Self	—
34	Light Screen	Psychic	Status	—	—	30	2 Allies	—
38	Egg Bomb	Normal	Physical	100	75	10	Normal	—
42	Healing Wish	Psychic	Status	—	—	10	Self	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Gravity	Psychic	Status	—	—	5	All	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 243 | Thunder Pokémon
Raikou

Electric



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 392.4 lbs.
- ITEMS: None

GENDER UNKNOWN

POKÉWALKER

Pokémon HeartGold
The rain clouds it carries let it fire thunderbolts at will. They say that it descended with lightning.

Pokémon SoulSilver
A Pokémon that races across the land while barking a cry that sounds like crashing thunder.

EVOLUTION

Does not evolve

ABILITY
- Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★★
POWER ★★★☆
SKILL ★★★★
STAMINA ★★★
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

Pokémon SoulSilver After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
8	ThunderShock	Electric	Special	40	100	30	Normal	—
15	Roar	Normal	Status	—	100	20	Normal	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Spark	Electric	Physical	65	100	20	Normal	○
36	Reflect	Psychic	Status	—	—	20	2 Allies	—
43	Crunch	Dark	Physical	80	100	15	Normal	○
50	Thunder Fang	Electric	Physical	65	95	15	Normal	○
57	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Rain Dance	Water	Status	—	—	5	All	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Thunder	Electric	Special	120	70	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 244 | Volcano Pokémon
Entei

Fire



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 6'11"
- WEIGHT: 436.5 lbs.
- ITEMS: None

GENDER UNKNOWN

POKÉWALKER

Pokémon HeartGold
Volcanoes erupt when it barks. Unable to contain its sheer power, it races headlong around the land.

Pokémon SoulSilver
A Pokémon that races across the land. It is said that one is born every time a new volcano appears.

EVOLUTION

Does not evolve

ABILITY
- Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★
POWER ★★★★★
SKILL ★★★
STAMINA ★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

Pokémon SoulSilver After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
8	Ember	Fire	Special	40	100	25	Normal	—
15	Roar	Normal	Status	—	100	20	Normal	—
22	Fire Spin	Fire	Special	15	70	15	Normal	—
29	Stomp	Normal	Physical	65	100	20	Normal	○
36	Flamethrower	Fire	Special	95	100	15	Normal	—
43	Swagger	Normal	Status	—	90	15	Normal	—
50	Fire Fang	Fire	Physical	65	95	15	Normal	○
57	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Fire Blast	Fire	Special	120	85	5	Normal	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Eruption	Fire	Special	150	100	5	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 245 | Aurora Pokémon
Suicune

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 6'07"
● WEIGHT: 412.3 lbs.
● ITEMS: None

● GENDER UNKNOWN

● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★
JUMP ★★★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Hill on east side of Route 25 (after seeing Suicune at Ecruteak City's Burned Tower and all other places it appears)
Pokémon SoulSilver	Hill on east side of Route 25 (after seeing Suicune at Ecruteak City's Burned Tower and all other places it appears)
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
Said to be the embodiment of north winds, it can instantly purify filthy, murky water.

Pokémon SoulSilver
This Pokémon races across the land. It is said that north winds will somehow blow whenever it appears.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
8	BubbleBeam	Water	Special	65	100	20	Normal	—
15	Rain Dance	Water	Status	—	—	5	All	—
22	Gust	Flying	Special	40	100	35	Normal	—
29	Aurora Beam	Ice	Special	65	100	20	Normal	—
36	Mist	Ice	Status	—	—	30	2 Allies	—
43	Mirror Coat	Psychic	Special	—	100	20	Self	—
50	Ice Fang	Ice	Physical	65	95	15	Normal	○
57	Tailwind	Flying	Status	—	—	30	2 Allies	—
64	Extrasensory	Psychic	Special	80	100	30	Normal	—
71	Hydro Pump	Water	Special	120	80	5	Normal	—
78	Calm Mind	Psychic	Status	—	—	20	Self	—
85	Blizzard	Ice	Special	120	70	5	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 246 | Rock Skin Pokémon
Larvitar

Rock | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 158.7 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Guts

EGG GROUP
Monster

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★★☆☆
SKILL ★★★☆
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Mt. Silver Cave interior
Pokémon SoulSilver	Mt. Silver Cave interior
Pokémon Diamond	Route 207 (use Poké Radar)
Pokémon Pearl	—
Pokémon Platinum	Route 206 (mass outbreak)

Pokémon HeartGold
It feeds on soil. After it has eaten a large mountain, it falls asleep so it can grow.

Pokémon SoulSilver
It is born deep underground. It can't emerge until it has entirely consumed the soil around it.

EVOLUTION



Larvitar → Lv. 30 → Pupitar → Lv. 55 → Tyranitar

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screech	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 Random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	—
32	Payback	Dark	Physical	50	100	10	Normal	○
37	Crunch	Dark	Physical	80	100	15	Normal	○
41	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
46	Stone Edge	Rock	Physical	100	80	5	Normal	—
50	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

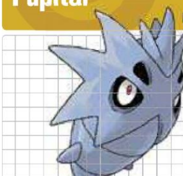
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Stomp	Normal	Physical	65	100	20	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Focus Energy	Normal	Status	—	—	30	Self	—
AncientPower	Rock	Special	60	100	5	Normal	—
Dragon Dance	Dragon	Status	—	—	20	Self	—
Curse	???	Status	—	—	10	Normal/Self	—
Iron Defense	Steel	Status	—	—	15	Self	—
Assurance	Dark	Physical	50	100	10	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○

To Contents




No. 247 | Hard Shell Pokémon
Pupitar

Rock | Ground



● WALKING



● FOOTPRINT

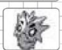
● SIZE COMPARISON



● HEIGHT: 3'11"
● WEIGHT: 335.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Shed Skin

EGG GROUP
Monster

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★★
SKILL ★
STAMINA ★★★☆
JUMP ★★☆☆

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Small chamber inside Mt. Silver Cave
Pokémon SoulSilver	Small chamber inside Mt. Silver Cave
Pokémon Diamond	Level up Larvitar to Lv. 30
Pokémon Pearl	—
Pokémon Platinum	Level up Larvitar to Lv. 30

Pokémon HeartGold
Its shell is as hard as sheet rock, and it is also very strong. Its thrashing can topple a mountain.

Pokémon SoulSilver
Even sealed in its shell, it can move freely. Hard and fast, it has outstanding destructive power.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Sandstorm	Rock	Status	—	—	10	All	—
1	Screech	Normal	Status	—	85	40	Normal	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screech	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 Random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	—
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
47	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
54	Stone Edge	Rock	Physical	100	80	5	Normal	—
60	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 248 | Armor Pokémon
Tyranitar

Rock | Dark



● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 6'07"
● WEIGHT: 445.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Sand Stream

EGG GROUP
Monster

STATS
HP ●●●●
ATTACK ●●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★
POWER ★★★★★
SKILL ★★★★
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Pupitar to Lv. 55
Pokémon SoulSilver	Level up Pupitar to Lv. 55
Pokémon Diamond	Level up Pupitar to Lv. 55
Pokémon Pearl	—
Pokémon Platinum	Level up Pupitar to Lv. 55

Pokémon HeartGold
Its body can't be harmed by any sort of attack, so it is very eager to make challenges against enemies.

Pokémon SoulSilver
Extremely strong, it can change the landscape. It has an insolent nature that makes it not care about others.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Sandstorm	Rock	Status	—	—	10	All	—
1	Screech	Normal	Status	—	85	40	Normal	—
5	Sandstorm	Rock	Status	—	—	10	All	—
10	Screech	Normal	Status	—	85	40	Normal	—
14	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
23	Thrash	Normal	Physical	90	100	20	1 Random	○
28	Dark Pulse	Dark	Special	80	100	15	Normal	—
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Crunch	Dark	Physical	80	100	15	Normal	○
47	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
54	Stone Edge	Rock	Physical	100	80	5	Normal	—
70	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

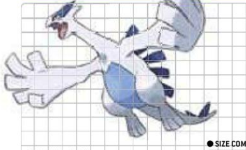
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 249 | Diving Pokémon
Lugia

Psychic / Flying



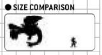
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 17'01"
● WEIGHT: 476.2 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED / POWER / SKILL / STAMINA / JUMP

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Appears in the Whirl Islands (after entering the Hall of Fame and receiving the Silver Wing in Pewter City)

Pokémon SoulSilver Appears in the Whirl Islands

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold
It is said that it quietly spends its time deep at the bottom of the sea because its powers are too strong.

Pokémon SoulSilver
It is said to be the guardian of the seas. It is rumored to have been seen on the night of a storm.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlwind	Normal	Status	—	100	20	Normal	—
1	Weather Ball	Normal	Special	50	100	10	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
15	Dragon Rush	Dragon	Physical	100	75	10	Normal	○
23	Extrasensory	Psychic	Special	80	100	30	Normal	—
29	Rain Dance	Water	Status	—	—	5	All	—
37	Hydro Pump	Water	Special	120	80	5	Normal	—
43	Aeroblast	Flying	Special	100	95	5	Normal	—
50	Punishment	Dark	Physical	—	100	5	Normal	○
57	AncientPower	Rock	Special	60	100	5	Normal	—
65	Safeguard	Normal	Status	—	—	25	2 Allies	—
71	Recover	Normal	Status	—	—	10	Self	—
79	Future Sight	Psychic	Special	80	90	15	Normal	—
85	Natural Gift	Normal	Physical	—	100	15	Normal	—
93	Calm Mind	Psychic	Status	—	—	20	Self	—
99	Sky Attack	Flying	Physical	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

No. 250 | Rainbow Pokémon
Ho-Oh

Fire / Flying



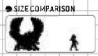
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 12'06"
● WEIGHT: 438.7 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED / POWER / SKILL / STAMINA / JUMP

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Appears at Bell Tower

Pokémon SoulSilver Appears at Bell Tower (after entering the Hall of Fame and receiving the Rainbow Wing in Pewter City)

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold
Legends claim this Pokémon flies the world's skies continuously on its magnificent, seven-colored wings.

Pokémon SoulSilver
A legend says that its body glows in seven colors. A rainbow is said to form behind it when it flies.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlwind	Normal	Status	—	100	20	Normal	—
1	Weather Ball	Normal	Special	50	100	10	Normal	—
9	Gust	Flying	Special	40	100	35	Normal	—
15	Brave Bird	Flying	Physical	120	100	15	Normal	○
23	Extrasensory	Psychic	Special	80	100	30	Normal	—
29	Sunny Day	Fire	Status	—	—	5	All	—
37	Fire Blast	Fire	Special	120	85	5	Normal	—
43	Sacred Fire	Fire	Physical	100	95	5	Normal	—
50	Punishment	Dark	Physical	—	100	5	Normal	○
57	AncientPower	Rock	Special	60	100	5	Normal	—
65	Safeguard	Normal	Status	—	—	25	2 Allies	—
71	Recover	Normal	Status	—	—	10	Self	—
79	Future Sight	Psychic	Special	80	90	15	Normal	—
85	Natural Gift	Normal	Physical	—	100	15	Normal	—
93	Calm Mind	Psychic	Status	—	—	20	Self	—
99	Sky Attack	Flying	Physical	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 251 | Time Travel Pokémon
Celebi

Psychic | Grass



Pokémon HeartGold: This Pokémon wanders across time. Grass and trees flourish in the forests in which it has appeared.

Pokémon SoulSilver: When CELEBI disappears deep in a forest, it is said to leave behind an egg it brought from the future.

WALKING · FOOTPRINT · SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 11.0 lbs.
- ITEMS: None

GENDER UNKNOWN · POKÉWALKER

ABILITY
- Natural Cure

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★★ · POWER ★☆☆ · SKILL ★★★★★ · STAMINA ★★☆ · JUMP ★★★★★

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leech Seed	Grass	Status	—	90	10	Normal	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Recover	Normal	Status	—	—	10	Self	—
1	Heal Bell	Normal	Status	—	—	5	All Allies	—
10	Safeguard	Normal	Status	—	—	25	2 Allies	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
28	AncientPower	Rock	Special	60	100	5	Normal	—
37	Baton Pass	Normal	Status	—	—	40	Self	—
46	Natural Gift	Normal	Physical	—	100	15	Normal	—
55	Heal Block	Psychic	Status	—	100	15	2 Foes	—
64	Future Sight	Psychic	Special	80	90	15	Normal	—
73	Healing Wish	Psychic	Status	—	—	10	Self	—
82	Leaf Storm	Grass	Special	140	90	5	Normal	—
91	Perish Song	Normal	Status	—	—	5	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold:** Migrate it through the Pal Park—cannot be obtained through regular gameplay*
- **Pokémon SoulSilver:** Migrate it through the Pal Park—cannot be obtained through regular gameplay*
- **Pokémon Diamond:** Migrate it through the Pal Park—cannot be obtained through regular gameplay*
- **Pokémon Pearl:** Migrate it through the Pal Park—cannot be obtained through regular gameplay*
- **Pokémon Platinum:** Migrate it through the Pal Park—cannot be obtained through regular gameplay*

*Only available through distribution at special events and not through regular gameplay. Check Pokémon.com for the latest news on how to catch this Pokémon.

251 CELEBI

No. 252 | Wood Gecko Pokémon
Treecko

Grass



Pokémon HeartGold: Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

Pokémon SoulSilver: Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

WALKING · FOOTPRINT · SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 11.0 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM · POKÉWALKER

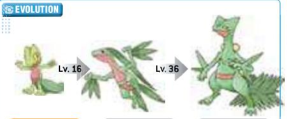
ABILITY
- Overgrow

EGG GROUPS
- Monster
- Dragon

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★★ · POWER ★★☆ · SKILL ★★★★☆ · STAMINA ★★ · JUMP ★★☆

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	◯
16	Pursuit	Dark	Physical	40	100	20	Normal	◯
21	Screech	Normal	Status	—	85	40	Normal	—
26	Mega Drain	Grass	Special	40	100	15	Normal	—
31	Agility	Psychic	Status	—	—	30	Self	—
36	Slam	Normal	Physical	80	75	20	Normal	◯
41	Detect	Fighting	Status	—	—	5	Self	—
46	Giga Drain	Grass	Special	60	100	10	Normal	—
51	Energy Ball	Grass	Special	80	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◯
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	◯
Mud Sport	Ground	Status	—	—	15	All	—
Endeavor	Normal	Physical	—	100	5	Normal	◯
Leech Seed	Grass	Status	—	90	10	Normal	—
DragonBreath	Dragon	Special	60	100	20	Normal	—
Crush Claw	Normal	Physical	75	95	10	Normal	◯
Worry Seed	Grass	Status	—	100	10	Normal	—
Double Kick	Fighting	Physical	30	100	30	Normal	◯
GrassWhistle	Grass	Status	—	55	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Magical Leaf	Grass	Special	60	—	20	Normal	—
Leaf Storm	Grass	Special	140	90	5	Normal	—
Razor Wind	Normal	Special	80	100	10	2 Foes	—

MAIN WAYS TO OBTAIN

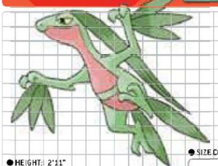
- **Pokémon HeartGold:** Receive from Steven at Silph Co. in Saffron City (after defeating Red)
- **Pokémon SoulSilver:** Receive from Steven at Silph Co. in Saffron City (after defeating Red)
- **Pokémon Diamond:** —
- **Pokémon Pearl:** —
- **Pokémon Platinum:** —

252 TRECKO

To Contents

No. 253 | Wood Gecko Pokémon
Grovyle

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 47.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Overgrow

EGG GROUPS
Monster
Dragon

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★★★

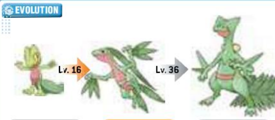
● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Treecko to Lv. 16
Pokémon SoulSilver	Level up Treecko to Lv. 16
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
It leaps from tree branch to tree branch quite swiftly. It shows astounding agility.

Pokémon SoulSilver
It leaps from tree branch to tree branch quite swiftly. It shows astounding agility.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
16	Fury Cutter	Bug	Physical	10	95	20	Normal	○
17	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Screech	Normal	Status	—	85	40	Normal	—
29	Leaf Blade	Grass	Physical	90	100	15	Normal	○
35	Agility	Psychic	Status	—	—	30	Self	—
41	Slam	Normal	Physical	80	75	20	Normal	○
47	Detect	Fighting	Status	—	—	5	Self	—
53	False Swipe	Normal	Physical	40	100	40	Normal	○
59	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

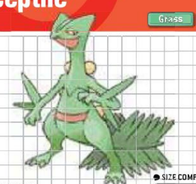
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 254 | Forest Pokémon
Sceptile

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'07"
● WEIGHT: 115.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Overgrow

EGG GROUPS
Monster
Dragon

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★☆☆
JUMP ★★★☆

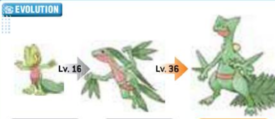
● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Grovyle to Lv. 36
Pokémon SoulSilver	Level up Grovyle to Lv. 36
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
It agilely leaps about the jungle and uses the sharp leaves on its arms to strike its prey.

Pokémon SoulSilver
It agilely leaps about the jungle and uses the sharp leaves on its arms to strike its prey.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	○
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
6	Absorb	Grass	Special	20	100	25	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	○
16	X-Scissor	Bug	Physical	80	100	15	Normal	○
17	Pursuit	Dark	Physical	40	100	20	Normal	○
23	Screech	Normal	Status	—	85	40	Normal	—
29	Leaf Blade	Grass	Physical	90	100	15	Normal	○
35	Agility	Psychic	Status	—	—	30	Self	—
43	Slam	Normal	Physical	80	75	20	Normal	○
51	Detect	Fighting	Status	—	—	5	Self	—
59	False Swipe	Normal	Physical	40	100	40	Normal	○
67	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Frenzy Plant	Grass	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 255 | Chick Pokémon
Torchic

Fire

Pokémon HeartGold: Inside its body is a place where it keeps a small flame. Hug it! It will be as warm as a hot-water bottle.

Pokémon SoulSilver: Inside its body is a place where it keeps a small flame. Hug it! It will be as warm as a hot-water bottle.

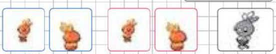


WALKING

FOOTPRINT

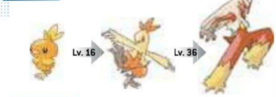
SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 5.5 lbs.
- ITEMS: None



- MALE FORM: Small speck on rear
- FEMALE FORM: No speck
- POKÉWALKER

EVOLUTION



Torchic → Lv. 16 → Combusken → Lv. 36 → Blaziken

ABILITY
- Blaze

EGG GROUP
Field

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★★★★☆
- POWER ★★☆☆
- SKILL ★★☆☆
- STAMINA ★★☆
- JUMP ★★☆☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Receive from Steven at Silph Co. in Saffron City (after defeating Red)
Pokémon SoulSilver	Receive from Steven at Silph Co. in Saffron City (after defeating Red)
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
10	Ember	Fire	Special	40	100	25	Normal	—
16	Peck	Flying	Physical	35	100	35	Normal	◯
19	Sand-Attack	Ground	Status	—	100	15	Normal	—
25	Fire Spin	Fire	Special	15	70	15	Normal	—
28	Quick Attack	Normal	Physical	40	100	30	Normal	◯
34	Slash	Normal	Physical	70	100	20	Normal	◯
37	Mirror Move	Flying	Status	—	—	20	Depends	—
43	Flamethrower	Fire	Special	95	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

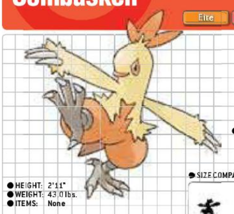
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	◯
Reversal	Fighting	Physical	—	100	15	Normal	◯
Endure	Normal	Status	—	—	10	Self	—
Swagger	Normal	Status	—	90	15	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	—
SmellingSalt	Normal	Physical	60	100	10	Normal	◯
Crush Claw	Normal	Physical	75	95	10	Normal	◯
Baton Pass	Normal	Status	—	—	40	Self	—
Agility	Psychic	Status	—	—	30	Self	—
Night Slash	Dark	Physical	70	100	15	Normal	◯
Last Resort	Normal	Physical	130	100	5	Normal	◯
Feint	Normal	Physical	50	100	10	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—

No. 256 | Young Fowl Pokémon
Combusken

Fire | Fighting

Pokémon HeartGold: During a battle, the hot flame in its body increases. Its kicks have outstanding destructive power.

Pokémon SoulSilver: During a battle, the hot flame in its body increases. Its kicks have outstanding destructive power.



WALKING

FOOTPRINT

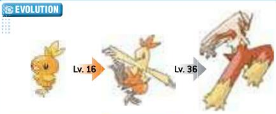
SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 43.0 lbs.
- ITEMS: None



- MALE FORM: Bigger crest
- FEMALE FORM: Smaller crest
- POKÉWALKER

EVOLUTION



Torchic → Lv. 16 → Combusken → Lv. 36 → Blaziken

ABILITY
- Blaze

EGG GROUP
Field

STATS
- HP ●●
- ATTACK ●●●●
- DEFENSE ●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★★★☆
- POWER ★★★★☆
- SKILL ★★★☆
- STAMINA ★★★
- JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Torchic to Lv. 16
Pokémon SoulSilver	Level up Torchic to Lv. 16
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
13	Ember	Fire	Special	40	100	25	Normal	—
16	Double Kick	Fighting	Physical	30	100	30	Normal	◯
17	Peck	Flying	Physical	35	100	35	Normal	◯
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
28	Bulk Up	Fighting	Status	—	—	20	Self	—
32	Quick Attack	Normal	Physical	40	100	30	Normal	◯
39	Slash	Normal	Physical	70	100	20	Normal	◯
43	Mirror Move	Flying	Status	—	—	20	Depends	—
50	Sky Uppercut	Fighting	Physical	85	90	15	Normal	◯
54	Flare Blitz	Fire	Physical	120	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

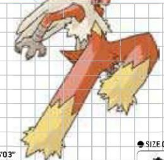
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 257 | Blaze Pokémon
Blaziken

Fire | Fighting



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 6'03"
● WEIGHT: 114.6 lbs.
● ITEMS: None

● MALE FORM
Longer horns and feathers

● FEMALE FORM
Shorter horns and feathers

● POKÉWALKER

ABILITY
● Blaze

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★
POWER ★★★★★
SKILL ★★★☆☆
STAMINA ★★☆☆
JUMP ★★★★

Pokémon HeartGold
It can clear a 30-story building in a leap. Its fiery punches scorch its foes.

Pokémon SoulSilver
It can clear a 30-story building in a leap. Its fiery punches scorch its foes.

EVOLUTION



● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Combusken to Lv. 36
Pokémon SoulSilver	Level up Combusken to Lv. 36
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	◯
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Focus Energy	Normal	Status	—	—	30	Self	—
13	Ember	Fire	Special	40	100	25	Normal	—
16	Double Kick	Fighting	Physical	30	100	30	Normal	◯
17	Peck	Flying	Physical	35	100	35	Normal	◯
21	Sand-Attack	Ground	Status	—	100	15	Normal	—
28	Bulk Up	Fighting	Status	—	—	20	Self	—
32	Quick Attack	Normal	Physical	40	100	30	Normal	◯
36	Blaze Kick	Fire	Physical	85	90	10	Normal	◯
42	Slash	Normal	Physical	70	100	20	Normal	◯
49	Brave Bird	Flying	Physical	120	100	15	Normal	◯
59	Sky Uppercut	Fighting	Physical	85	90	15	Normal	◯
66	Flare Blitz	Fire	Physical	120	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Blast Burn	Fire	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Bounce	Flying	Physical	85	85	5	Normal	◯
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 258 | Mud Fish Pokémon
Mudkip

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 16.8 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Torrent

EGG GROUPS
Monster
Water 1

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★★

Pokémon HeartGold
Its power can crush boulders. It rests by covering itself with mud at the bottom of a river.

Pokémon SoulSilver
Its power can crush boulders. It rests by covering itself with mud at the bottom of a river.

EVOLUTION



● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Receive from Steven at Silph Co. in Saffron City (after defeating Red)
Pokémon SoulSilver	Receive from Steven at Silph Co. in Saffron City (after defeating Red)
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Mud-Slap	Ground	Special	20	100	10	Normal	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Bide	Normal	Physical	—	—	10	Self	◯
19	Foresight	Normal	Status	—	—	40	Normal	—
24	Mud Sport	Ground	Status	—	—	15	All	—
28	Take Down	Normal	Physical	90	85	20	Normal	◯
33	Whirlpool	Water	Special	15	70	15	Normal	—
37	Protect	Normal	Status	—	—	10	Self	—
42	Hydro Pump	Water	Special	120	80	5	Normal	—
46	Endeavor	Normal	Physical	—	100	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

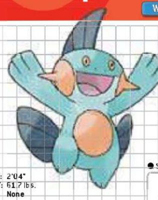
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Refresh	Normal	Status	—	—	20	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Curse	???	Status	—	—	10	Normal/Self	—
Stomp	Normal	Physical	65	100	20	Normal	◯
Ice Ball	Ice	Physical	30	90	20	Normal	◯
Mirror Coat	Psychic	Special	—	100	20	Self	—
Counter	Fighting	Physical	—	100	20	Self	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Whirlpool	Water	Special	15	70	15	Normal	—
Bite	Dark	Physical	60	100	25	Normal	◯
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Mud Bomb	Ground	Special	65	85	10	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Sludge	Poison	Special	65	100	20	Normal	—

To Contents

No. 259 | Mud Fish Pokémon
Marshtomp

Water | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'04"
● WEIGHT: 61.7 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Torrent

EGG GROUPS
Monster
Water 1

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Mudkip to Lv. 16
Pokémon SoulSilver	Level up Mudkip to Lv. 16
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: Living on muddy ground that provides poor footing has made its legs sturdy.

Pokémon SoulSilver: Living on muddy ground that provides poor footing has made its legs sturdy.

EVOLUTION



Mudkip → Lv. 16 → Marshtomp → Lv. 36 → Swampert

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Mud-Slap	Ground	Special	20	100	10	Normal	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Bide	Normal	Physical	—	—	10	Self	◯
16	Mud Shot	Ground	Special	55	95	15	Normal	—
20	Foresight	Normal	Status	—	—	40	Normal	—
25	Mud Bomb	Ground	Special	65	85	10	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	◯
37	Muddy Water	Water	Special	95	85	10	2 Foes	—
42	Protect	Normal	Status	—	—	10	Self	—
46	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
53	Endeavor	Normal	Physical	—	100	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 260 | Mud Fish Pokémon
Swampert

Water | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'11"
● WEIGHT: 180.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Torrent

EGG GROUPS
Monster
Water 1

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★☆☆☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Marshtomp to Lv. 36
Pokémon SoulSilver	Level up Marshtomp to Lv. 36
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: Its arms are hard as rock. With one swing, it can break a boulder into pieces.

Pokémon SoulSilver: Its arms are hard as rock. With one swing, it can break a boulder into pieces.

EVOLUTION



Mudkip → Lv. 16 → Marshtomp → Lv. 36 → Swampert

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Mud-Slap	Ground	Special	20	100	10	Normal	—
10	Water Gun	Water	Special	40	100	25	Normal	—
15	Bide	Normal	Physical	—	—	10	Self	◯
16	Mud Shot	Ground	Special	55	95	15	Normal	—
20	Foresight	Normal	Status	—	—	40	Normal	—
25	Mud Bomb	Ground	Special	65	85	10	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	◯
39	Muddy Water	Water	Special	95	85	10	2 Foes	—
46	Protect	Normal	Status	—	—	10	Self	—
52	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
61	Endeavor	Normal	Physical	—	100	5	Normal	◯
69	Hammer Arm	Fighting	Physical	100	90	10	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Hydro Cannon	Water	Special	150	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 261 | Bite Pokémon
Poochyena

Dark



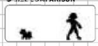
● WALKING



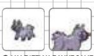
● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 1'08"
● WEIGHT: 30.0 lbs.
● ITEMS: Pecha Berry



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Run Away
- Quick Feet

EGG GROUP
Field

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Route 1 (mass outbreak)
Pokémon SoulSilver	Route 1 (mass outbreak)
Pokémon Diamond	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Pearl	—
Pokémon Platinum	Route 214 (use Poké Radar)

Pokémon HeartGold
It chases its prey until the victim becomes exhausted. However, it turns tail if the prey strikes back.

Pokémon SoulSilver
It chases its prey until the victim becomes exhausted. However, it turns tail if the prey strikes back.

EVOLUTION



Poochyena → Mightyena

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
5	Howl	Normal	Status	—	—	40	Self	—
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
13	Bite	Dark	Physical	60	100	25	Normal	◯
17	Odor Sleuth	Normal	Status	—	—	40	Normal	—
21	Roar	Normal	Status	—	100	20	Normal	—
25	Swagger	Normal	Status	—	90	15	Normal	—
29	Assurance	Dark	Physical	50	100	10	Normal	◯
33	Scary Face	Normal	Status	—	90	10	Normal	—
37	Taunt	Dark	Status	—	100	20	Normal	—
41	Embargo	Dark	Status	—	100	15	Normal	—
45	Take Down	Normal	Physical	90	85	20	Normal	◯
49	Sucker Punch	Dark	Physical	80	100	5	Normal	◯
53	Crunch	Dark	Physical	80	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Astonish	Ghost	Physical	30	100	15	Normal	◯
Poison Fang	Poison	Physical	50	100	15	Normal	◯
Covet	Normal	Physical	40	100	40	Normal	◯
Leer	Normal	Status	—	100	30	2 Foes	—
Yawn	Normal	Status	—	—	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Ice Fang	Ice	Physical	65	95	15	Normal	◯
Fire Fang	Fire	Physical	65	95	15	Normal	◯
Thunder Fang	Electric	Physical	65	95	15	Normal	◯
Me First	Normal	Status	—	—	20	Depends	—

No. 262 | Bite Pokémon
Mightyena

Dark



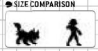
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 81.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Intimidate
- Quick Feet

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Poochyena to Lv. 18
Pokémon SoulSilver	Level up Poochyena to Lv. 18
Pokémon Diamond	Route 214 (use Poké Radar)
Pokémon Pearl	—
Pokémon Platinum	Level up Poochyena to Lv. 18

Pokémon HeartGold
It chases down prey in a pack of around ten. They defeat foes with perfectly coordinated teamwork.

Pokémon SoulSilver
It chases down prey in a pack of around ten. They defeat foes with perfectly coordinated teamwork.

EVOLUTION



Poochyena → Mightyena

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Howl	Normal	Status	—	—	40	Self	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	◯
5	Howl	Normal	Status	—	—	40	Self	—
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
13	Bite	Dark	Physical	60	100	25	Normal	◯
17	Odor Sleuth	Normal	Status	—	—	40	Normal	—
22	Roar	Normal	Status	—	100	20	Normal	—
27	Swagger	Normal	Status	—	90	15	Normal	—
32	Assurance	Dark	Physical	50	100	10	Normal	◯
37	Scary Face	Normal	Status	—	90	10	Normal	—
42	Taunt	Dark	Status	—	100	20	Normal	—
47	Embargo	Dark	Status	—	100	15	Normal	—
52	Take Down	Normal	Physical	90	85	20	Normal	◯
57	Thief	Dark	Physical	40	100	10	Normal	◯
62	Sucker Punch	Dark	Physical	80	100	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	◯

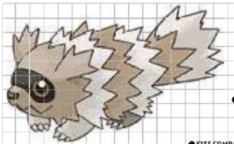
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 263 | TinyRaccoon Pokémon
Zigzagoon

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 38.6 lbs.
● ITEMS: Oran Berry

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Pick Up
- Gluttony

EGG GROUP
Field

STATS
HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★★
POWER ★☆☆☆
SKILL ★★★☆☆
STAMINA ★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Burned Tower in Ecruteak City (Hoenn Sound)
Pokémon SoulSilver	Burned Tower in Ecruteak City (Hoenn Sound)
Pokémon Diamond	Route 202 (mass outbreak)
Pokémon Pearl	Route 202 (mass outbreak)
Pokémon Platinum	Route 202 (mass outbreak)

Pokémon HeartGold
It gets interested in everything, which is why it zigs and zags. It is good at finding items.

Pokémon SoulSilver
It gets interested in everything, which is why it zigs and zags. It is good at finding items.

EVOLUTION



Zigzagoon — Lv. 20 → Linoone

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Odor Sleuth	Normal	Status	—	—	40	Normal	—
21	Mud Sport	Ground	Status	—	—	15	All	—
25	Pin Missile	Bug	Physical	14	85	20	Normal	—
29	Covet	Normal	Physical	40	100	40	Normal	○
33	Flail	Normal	Physical	—	100	15	Normal	○
37	Rest	Psychic	Status	—	—	10	Self	—
41	Belly Drum	Normal	Status	—	—	10	Self	—
45	Fling	Dark	Physical	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Super Fang	Normal	Physical		90	10	Normal	○

● TM & HM MOVES

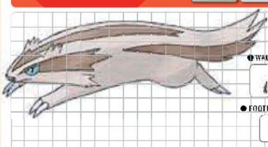
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Charm	Normal	Status	—	100	20	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Substitute	Normal	Status	—	—	10	Self	—
Tickle	Normal	Status		100	20	Normal	
Trick	Psychic	Status	—	100	10	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Mud-Slap	Ground	Special	20	100	10	Normal	—

No. 264 | Rushing Pokémon
Linoone

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 71.6 lbs.
● ITEMS: Oran berry
Sitrus Berry

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Pick Up
- Gluttony

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★☆
STAMINA ★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 42 (Hoenn Sound)
Pokémon SoulSilver	Route 42 (Hoenn Sound)
Pokémon Diamond	Level up Zigzagoon to Lv. 20
Pokémon Pearl	Level up Zigzagoon to Lv. 20
Pokémon Platinum	Level up Zigzagoon to Lv. 20

Pokémon HeartGold
When running in a straight line, it can easily top 60 miles an hour. It has a tough time with curved roads.

Pokémon SoulSilver
When running in a straight line, it can easily top 60 miles an hour. It has a tough time with curved roads.

EVOLUTION



Zigzagoon — Lv. 20 → Linoone

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Switcheroo	Dark	Status	—	100	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
5	Tail Whip	Normal	Status	—	100	30	2 Foes	—
9	Headbutt	Normal	Physical	70	100	15	Normal	○
13	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Odor Sleuth	Normal	Status	—	—	40	Normal	—
23	Mud Sport	Ground	Status	—	—	15	All	—
29	Fury Swipes	Normal	Physical	18	80	15	Normal	○
35	Covet	Normal	Physical	40	100	40	Normal	○
41	Slash	Normal	Physical	70	100	20	Normal	○
47	Rest	Psychic	Status	—	—	10	Self	—
53	Belly Drum	Normal	Status	—	—	10	Self	—
59	Fling	Dark	Physical	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

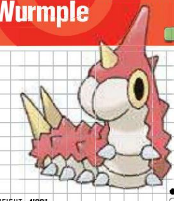
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 265 | Worm Pokémon
Wurmple

Bug



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'00"
- WEIGHT: 7.9 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Shield Dust

EGG GROUP
Bug

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●
- SP. DEFENSE ●
- SPEED ●

PERFORMANCE
- SPEED ★☆☆
- POWER ★★☆
- SKILL ★★★★☆
- STAMINA ★☆☆☆
- JUMP ★★☆

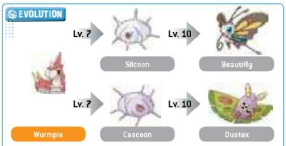
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Pallet Town (use Headbutt)
Pokémon SoulSilver	Pallet Town (use Headbutt)
Pokémon Diamond	Eterna Forest
Pokémon Pearl	Eterna Forest
Pokémon Platinum	Route 204 (morning and afternoon only)

Pokémon HeartGold
It lives among the tall grass and in forests. It repels attacks by raising up the spikes on its rear.

Pokémon SoulSilver
It lives among the tall grass and in forests. It repels attacks by raising up the spikes on its rear.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	String Shot	Bug	Status	—	95	40	2 Foes	—
5	Poison Sting	Poison	Physical	15	100	35	Normal	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

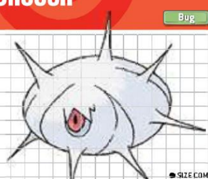
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
String Shot	Bug	Status	—	95	40	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

No. 266 | Cocoon Pokémon
Silcoon

Bug



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'00"
- WEIGHT: 22.0 lbs.
- ITEMS: Wurmple
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Shed Skin

EGG GROUP
Bug

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●
- SP. DEFENSE ●
- SPEED ●

PERFORMANCE
- SPEED ★☆☆
- POWER ★☆☆
- SKILL ★☆☆
- STAMINA ★★★☆☆
- JUMP ★★

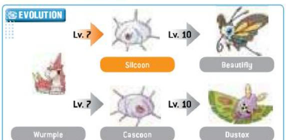
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)
Pokémon Diamond	Eterna Forest
Pokémon Pearl	Level up Wurmple to Lv. 7 (may evolve into Cascoon instead)
Pokémon Platinum	Route 205, Eterna City side

Pokémon HeartGold
Having wrapped silk around the branches of a tree, it quiescently awaits evolution.

Pokémon SoulSilver
Having wrapped silk around the branches of a tree, it quiescently awaits evolution.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	◯
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

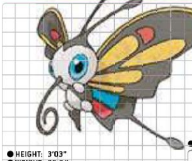
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 267 | Butterfly Pokémon
Beautifly

Bug | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 62.6 lbs.
● ITEMS: Shed Shell



● MALE FORM
Larger red spots on wings

● FEMALE FORM
Smaller red spots on wings

● POKÉWALKER

ABILITY
● Swarm

EGG GROUP
Bug

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★
POWER ★★☆☆
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★★★★

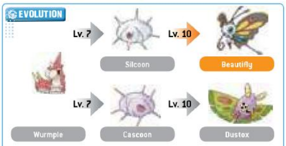
● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Bug-Catching Contest at National Park (after obtaining the National Pokédex / Saturday)
Pokémon SoulSilver	Bug-Catching Contest at National Park (after obtaining the National Pokédex / Saturday)
Pokémon Diamond	Route 224
Pokémon Pearl	Route 224
Pokémon Platinum	Route 224

Pokémon HeartGold
Vibrantly patterned wings are its prominent feature. It sucks sweet flower nectar with its long mouth.

Pokémon SoulSilver
Vibrantly patterned wings are its prominent feature. It sucks sweet flower nectar with its long mouth.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
10	Absorb	Grass	Special	20	100	25	Normal	—
13	Gust	Flying	Special	40	100	35	Normal	—
17	Stun Spore	Grass	Status	—	75	30	Normal	—
20	Morning Sun	Normal	Status	—	—	5	Self	—
24	Mega Drain	Grass	Special	40	100	15	Normal	—
27	Whirlwind	Normal	Status	—	100	20	Normal	—
31	Attract	Normal	Status	—	100	15	Normal	—
34	Silver Wind	Bug	Special	60	100	5	Normal	—
38	Giga Drain	Grass	Special	60	100	10	Normal	—
41	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status		95	40	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—

No. 268 | Cocoon Pokémon
Cascoon

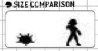
Bug



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 2'04"
● WEIGHT: 25.4 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Shed Skin

EGG GROUP
Bug

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★☆☆
POWER ★★☆
SKILL ★☆☆☆
STAMINA ★★☆☆
JUMP ★★

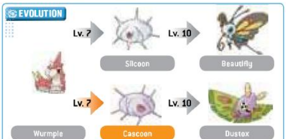
● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)
Pokémon Diamond	Level up Wurmple to Lv. 7 (may evolve into Silcoon instead)
Pokémon Pearl	Eterna Forest
Pokémon Platinum	Route 205, Eterna City side

Pokémon HeartGold
It endures attacks with patience, because the more pain before evolution, the sturdier it becomes.

Pokémon SoulSilver
It endures attacks with patience, because the more pain before evolution, the sturdier it becomes.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Harden	Normal	Status	—	—	30	Self	—
7	Harden	Normal	Status	—	—	30	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	○
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 269 | Poison Moth Pokémon
Dustox

Bug | Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 69.7 lbs.
● ITEMS: Shed Shell

● MALE FORM
Longer antennae

● FEMALE FORM
Shorter antennae

● POKÉWALKER

ABILITY
- Shield Dust

EGG GROUP
- Bug

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★☆☆
- POWER ★★☆
- SKILL ★★★★☆
- STAMINA ★★☆
- JUMP ★★★★★

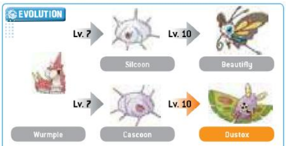
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)
Pokémon Diamond	Level up Cascoon to Lv. 10
Pokémon Pearl	Route 230
Pokémon Platinum	Route 224

Pokémon HeartGold
It scatters its fine dust all over when it is attacked. It is a nocturnal Pokémon.

Pokémon SoulSilver
It scatters its fine dust all over when it is attacked. It is a nocturnal Pokémon.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
10	Confusion	Psychic	Special	50	100	25	Normal	—
13	Gust	Flying	Special	40	100	35	Normal	—
17	Protect	Normal	Status	—	—	10	Self	—
20	Moonlight	Normal	Status	—	—	5	Self	—
24	Psybeam	Psychic	Special	65	100	20	Normal	—
27	Whirlwind	Normal	Status	—	100	20	Normal	—
31	Light Screen	Psychic	Status	—	—	30	2 Allies	—
34	Silver Wind	Bug	Special	60	100	5	Normal	—
38	Toxic	Poison	Status	—	85	10	Normal	—
41	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

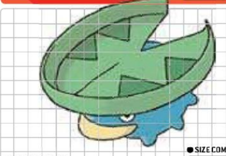
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status		95	40	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Signal Beam	Bug	Special	75	100	15	Normal	
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—

No. 270 | Water Weed Pokémon
Lotad

Water | Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 5.7 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Swift Swim
- Rain Dish

EGG GROUPS
- Water 1
- Grass

STATS
- HP ●
- ATTACK ●
- DEFENSE ●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●

PERFORMANCE
- SPEED ★★☆
- POWER ★★☆☆
- SKILL ★★★☆
- STAMINA ★★★☆☆
- JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Plains Area: if Water objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Plains Area: if Water objects are placed, may appear in tall grass)
Pokémon Diamond	Route 203 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 203 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 203 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
Its leaf grew too large for it to live on land. That is how it began to live floating in the water.

Pokémon SoulSilver
Its leaf grew too large for it to live on land. That is how it began to live floating in the water.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
3	Growl	Normal	Status	—	100	40	2 Foes	—
5	Absorb	Grass	Special	20	100	25	Normal	—
7	Nature Power	Normal	Status	—	—	20	Depends	—
11	Mist	Ice	Status	—	—	30	2 Allies	—
15	Natural Gift	Normal	Physical	—	100	15	Normal	—
19	Mega Drain	Grass	Special	40	100	15	Normal	—
25	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
37	Rain Dance	Water	Status	—	—	5	All	—
45	Energy Ball	Grass	Special	80	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Synthesis	Grass	Status	—	—	5	Self	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Sweet Scent	Normal	Status	—	100	20	2 Foes	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Flail	Normal	Physical	—	100	15	Normal	◯
Water Gun	Water	Special	40	100	25	Normal	—
Tickle	Normal	Status	—	100	20	Normal	—
Counter	Fighting	Physical	—	100	20	Self	◯

To Contents

NATIONAL POKÉDEX

No. 271 | Jolly Pokémon
Lombre

Water | Grass



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 71.6 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

Pokémon HeartGold: It is nocturnal and becomes active at nightfall. It feeds on aquatic mosses that grow in the riverbed.

Pokémon SoulSilver: It is nocturnal and becomes active at nightfall. It feeds on aquatic mosses that grow in the riverbed.

EVOLUTION



ABILITIES
- Swift Swim
- Rain Dish

EGG GROUPS
- Water 1
- Grass

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★ | POWER ★★★☆ | SKILL ★★★★☆ | STAMINA ★★☆☆ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass) or level up Lotad to Lv. 14
Pokémon SoulSilver	Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass) or level up Lotad to Lv. 14
Pokémon Diamond	Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 212, Pastoria City side (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
3	Growl	Normal	Status	—	100	40	2 Foes	—
5	Absorb	Grass	Special	20	100	25	Normal	—
7	Nature Power	Normal	Status	—	—	20	Depends	—
11	Fake Out	Normal	Physical	40	100	10	Normal	◯
15	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
19	Water Sport	Water	Status	—	—	15	All	—
25	BubbleBeam	Water	Special	65	100	20	Normal	◯
31	Zen Headbutt	Psychic	Physical	80	90	15	Normal	—
37	Uproar	Normal	Special	50	100	10	1 Random	—
45	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status			5	Self	
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

271 LOMBRE

No. 272 | Carefree Pokémon
Ludicolo

Water | Grass



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 121.3 lbs.
- ITEMS: None

MALE FORM
Thicker zigzag stripes

FEMALE FORM
Thinner zigzag stripes

POKÉWALKER

Pokémon HeartGold: If it hears festive music, it begins moving in rhythm in order to amplify its power.

Pokémon SoulSilver: If it hears festive music, it begins moving in rhythm in order to amplify its power.

EVOLUTION



ABILITIES
- Swift Swim
- Rain Dish

EGG GROUPS
- Water 1
- Grass

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★☆☆ | POWER ★★★☆ | SKILL ★★★☆☆ | STAMINA ★★★☆☆ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Use Water Stone on Lombre
Pokémon SoulSilver	Use Water Stone on Lombre
Pokémon Diamond	Use Water Stone on Lombre
Pokémon Pearl	Use Water Stone on Lombre
Pokémon Platinum	Use Water Stone on Lombre

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Nature Power	Normal	Status	—	—	20	Depends	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

272 LUDICOLO

To Contents

No. 273 | Acorn Pokémon
Seedot

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 8.8 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Chlorophyll
- Early Bird

EGG GROUPS
- Field
- Grass

STATS
- HP ●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●
- SP. DEFENSE ●
- SPEED ●

PERFORMANCE
- SPEED ★★★☆
- POWER ★★☆
- SKILL ★★☆☆
- STAMINA ★★☆☆
- JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Viridian Forest (use Headbutt)
Pokémon SoulSilver	Viridian Forest (use Headbutt)
Pokémon Diamond	Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold: It attaches itself to a tree branch using the top of its head. Strong winds can sometimes make it fall.

Pokémon SoulSilver: It attaches itself to a tree branch using the top of its head. Strong winds can sometimes make it fall.

EVOLUTION



Seedot → Nuzleaf → Shiftry

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bide	Normal	Physical	—	—	10	Self	○
3	Harden	Normal	Status	—	—	30	Self	—
7	Growth	Normal	Status	—	—	40	Self	—
13	Nature Power	Normal	Status	—	—	20	Depends	—
21	Synthesis	Grass	Status	—	—	5	Self	—
31	Sunny Day	Fire	Status	—	—	5	All	—
43	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status		100	10	Normal	
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status		100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Leech Seed	Grass	Status	—	90	10	Normal	—
Amnesia	Psychic	Status			20	Self	
Quick Attack	Normal	Physical	40	100	30	Normal	○
Razor Wind	Normal	Special	80	100	10	2 Foes	
Take Down	Normal	Physical	90	85	20	Normal	○
False Swipe	Normal	Physical	40	100	40	Normal	○
Worry Seed	Grass	Status	—	100	10	Normal	—
Nasty Plot	Dark	Status			20	Self	
Power Swap	Psychic	Status	—	—	10	Normal	—

No. 274 | Wily Pokémon
Nuzleaf

Grass | Dark



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 61.7 lbs.
● ITEMS: None

● MALE FORM
Bigger leaf on head

● FEMALE FORM
Smaller leaf on head

● POKÉWALKER

ABILITIES
- Chlorophyll
- Early Bird

EGG GROUPS
- Field
- Grass

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●
- SPEED ●●●

PERFORMANCE
- SPEED ★★★☆☆
- POWER ★★★☆
- SKILL ★★★★
- STAMINA ★★
- JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Meadow Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Meadow Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 210, Solaceon Town side (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 210, Solaceon Town side (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 210, Solaceon Town side (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold: It lives deep in forests. With the leaf on its head, it makes a flute whose song makes listeners uneasy.

Pokémon SoulSilver: It lives deep in forests. With the leaf on its head, it makes a flute whose song makes listeners uneasy.

EVOLUTION



Seedot → Nuzleaf → Shiftry

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	Pound	Normal	Physical	40	100	35	Normal	○
3	Harden	Normal	Status	—	—	30	Self	—
7	Growth	Normal	Status	—	—	40	Self	—
13	Nature Power	Normal	Status	—	—	20	Depends	—
19	Fake Out	Normal	Physical	40	100	10	Normal	○
25	Torment	Dark	Status	—	100	15	Normal	—
31	Faint Attack	Dark	Physical	60	—	20	Normal	○
37	Razor Wind	Normal	Special	80	100	10	2 Foes	—
43	Swagger	Normal	Status	—	90	15	Normal	—
49	Extrasensory	Psychic	Special	80	100	30	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 275 | Wicked Pokémon
Shiftry

Grass | Dark



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'03"
● WEIGHT: 131.4 lbs.
● ITEMS: None



● MALE FORM
Bigger leaves

● FEMALE FORM
Smaller leaves

● POKÉWALKER

ABILITIES
● Chlorophyll
● Early Bird

EGG GROUP
Field
Grass

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Leaf Stone on Nuzleaf
Pokémon SoulSilver	Use Leaf Stone on Nuzleaf
Pokémon Diamond	Use Leaf Stone on Nuzleaf
Pokémon Pearl	Use Leaf Stone on Nuzleaf
Pokémon Platinum	Use Leaf Stone on Nuzleaf

Pokémon HeartGold
It lives quietly in the deep forest. It is said to create chilly winter winds with the fans it holds.

Pokémon SoulSilver
It lives quietly in the deep forest. It is said to create chilly winter winds with the fans it holds.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Faint Attack	Dark	Physical	60	—	20	Normal	○
1	Whirlwind	Normal	Status	—	100	20	Normal	—
1	Nasty Plot	Dark	Status	—	—	20	Self	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
49	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status		100	10	Normal	
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60		20	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Worry Seed	Grass	Status		100	10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Seed Bomb	Grass	Physical	80	100	15	Normal	
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical		100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 276 | TinySwallow Pokémon
Taillow

Normal | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 5.1 lbs.
● ITEMS: Charti Berry



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Guts

EGG GROUP
Flying

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆☆ SKILL ★★☆ STAMINA ★★★★ JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Cherrygrove City (use Rock Climb to reach trees, then use Headbutt)
Pokémon SoulSilver	Cherrygrove City (use Rock Climb to reach trees, then use Headbutt)
Pokémon Diamond	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Pearl	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
When it gets cold, they migrate, flying over 180 miles a day. It hunts for tasty prey.

Pokémon SoulSilver
When it gets cold, they migrate, flying over 180 miles a day. It hunts for tasty prey.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
4	Focus Energy	Normal	Status	—	—	30	Self	—
8	Quick Attack	Normal	Physical	40	100	30	Normal	○
13	Wing Attack	Flying	Physical	60	100	35	Normal	○
19	Double Team	Normal	Status	—	—	15	Self	—
26	Endeavor	Normal	Physical	—	100	5	Normal	○
34	Aerial Ace	Flying	Physical	60	—	20	Normal	○
43	Agility	Psychic	Status	—	—	30	Self	—
53	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

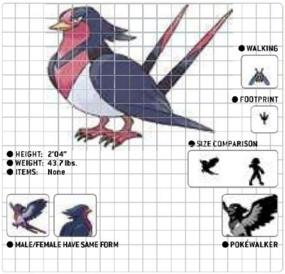
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Supersonic	Normal	Status	—	55	20	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Mirror Move	Flying	Status	—	—	20	Depends	—
Rage	Normal	Physical	20	100	20	Normal	○
Sky Attack	Flying	Physical	140	90	5	Normal	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Brave Bird	Flying	Physical	120	100	15	Normal	○

To Contents

No. 277 | Swallow Pokémon
Swellow

Normal | Flying



- HEIGHT: 2'04"
- WEIGHT: 43.7 lbs.
- ITEMS: None

Pokémon HeartGold: It dives at a steep angle as soon as it spots its prey. It catches its prey with sharp claws.

Pokémon SoulSilver: It dives at a steep angle as soon as it spots its prey. It catches its prey with sharp claws.

EVOLUTION



ABILITY
- Guts

EGG GROUP
- Flying

STATS
- HP ●●
- ATTACK ●●●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●●●●●

PERFORMANCE
- SPEED ★★★
- POWER ★★★☆☆
- SKILL ★☆
- STAMINA ★★★★
- JUMP ★★★★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Level up Taillow to Lv. 22
Pokémon SoulSilver	Level up Taillow to Lv. 22
Pokémon Diamond	Route 213 (use Poké Radar)
Pokémon Pearl	Route 213 (use Poké Radar)
Pokémon Platinum	Route 213 (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	◯
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
4	Focus Energy	Normal	Status	—	—	30	Self	—
8	Quick Attack	Normal	Physical	40	100	30	Normal	◯
13	Wing Attack	Flying	Physical	60	100	35	Normal	◯
19	Double Team	Normal	Status	—	—	15	Self	—
28	Endeavor	Normal	Physical	—	100	5	Normal	◯
38	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
49	Agility	Psychic	Status	—	—	30	Self	—
61	Air Slash	Flying	Special	75	95	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

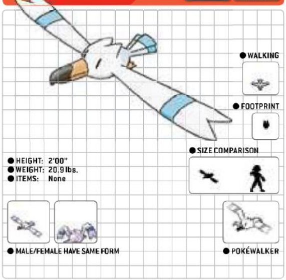
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Endeavor	Normal	Physical	—	100	5	Normal	◯
Twister	Dragon	Special	40	100	20	2 Foes	
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

No. 278 | Seagull Pokémon
Wingull

Water | Flying

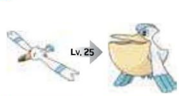


- HEIGHT: 2'00"
- WEIGHT: 20.9 lbs.
- ITEMS: None

Pokémon HeartGold: It soars on updrafts without flapping its wings. It makes a nest on sheer cliffs at the sea's edge.

Pokémon SoulSilver: It soars on updrafts without flapping its wings. It makes a nest on sheer cliffs at the sea's edge.

EVOLUTION



ABILITY
- Keen Eye

EGG GROUPS
- Water 1
- Flying

STATS
- HP ●
- ATTACK ●
- DEFENSE ●
- SP. ATTACK ●●
- SP. DEFENSE ●
- SPEED ●●●●

PERFORMANCE
- SPEED ★★★☆
- POWER ★☆☆
- SKILL ★★☆
- STAMINA ★★★☆
- JUMP ★★★★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Vermilion City (mass outbreak, water surface)
Pokémon SoulSilver	Vermilion City (mass outbreak, water surface)
Pokémon Diamond	Route 213
Pokémon Pearl	Route 213
Pokémon Platinum	Route 213

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
6	Supersonic	Normal	Status	—	55	20	Normal	—
11	Wing Attack	Flying	Physical	60	100	35	Normal	◯
16	Mist	Ice	Status	—	—	30	2 Allies	—
19	Water Pulse	Water	Special	60	100	20	Normal	—
24	Quick Attack	Normal	Physical	40	100	30	Normal	◯
29	Roost	Flying	Status	—	—	10	Self	—
34	Pursuit	Dark	Physical	40	100	20	Normal	◯
37	Agility	Psychic	Status	—	—	30	Self	—
42	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
47	Air Slash	Flying	Special	75	95	20	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

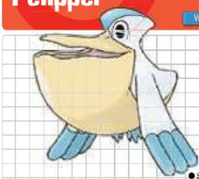
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mist	Ice	Status	—	—	30	2 Allies	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Agility	Psychic	Status	—	—	30	Self	—
Gust	Flying	Special	40	100	35	Normal	—
Water Sport	Water	Status	—	—	15	All	—
Aqua Ring	Water	Status	—	—	20	Self	—
Knock Off	Dark	Physical	20	100	20	Normal	◯

To Contents

No. 279 | Water Bird Pokémon
Pelipper

Water | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 61.7 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Keen Eye

EGG GROUPS
- Water
- Flying

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●
- SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆☆ SKILL ★★ STAMINA ★★★★☆ JUMP ★★★★★

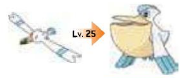
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Wingull to Lv. 25
Pokémon SoulSilver	Level up Wingull to Lv. 25
Pokémon Diamond	Route 223 (water surface)
Pokémon Pearl	Route 223 (water surface)
Pokémon Platinum	Route 223 (water surface)

Pokémon HeartGold
It protects its young in its beak. It bobs on waves, resting on them on days when the waters are calm.

Pokémon SoulSilver
It protects its young in its beak. It bobs on waves, resting on them on days when the waters are calm.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Water Sport	Water	Status	—	—	15	All	—
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
6	Supersonic	Normal	Status	—	55	20	Normal	—
11	Wing Attack	Flying	Physical	60	100	35	Normal	○
16	Mist	Ice	Status	—	—	30	2 Allies	—
19	Water Pulse	Water	Special	60	100	20	Normal	—
24	Payback	Dark	Physical	50	100	10	Normal	○
25	Protect	Normal	Status	—	—	10	Self	—
31	Roost	Flying	Status	—	—	10	Self	—
38	Stockpile	Normal	Status	—	—	20	Self	—
38	Swallow	Normal	Status	—	—	10	Self	—
38	Spit Up	Normal	Special	—	100	10	Normal	—
43	Fling	Dark	Physical	—	100	10	Normal	—
50	Tailwind	Flying	Status	—	—	30	2 Allies	—
57	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

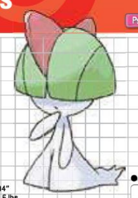
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status			30	2 Allies	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	
Twister	Dragon	Special	40	100	20	2 Foes	—
Seed Bomb	Grass	Physical	80	100	15	Normal	
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

No. 280 | Feeling Pokémon
Ralts

Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 14.6 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Synchronize
- Trace

EGG GROUP
- Amorphous

STATS
- HP ●
- ATTACK ●
- DEFENSE ●
- SP. ATTACK ●●
- SP. DEFENSE ●
- SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★ SKILL ★★★☆☆ STAMINA ★☆☆☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 34 (mass outbreak)
Pokémon SoulSilver	Route 34 (mass outbreak)
Pokémon Diamond	Route 203 (use Poké Radar)
Pokémon Pearl	Route 203 (use Poké Radar)
Pokémon Platinum	Route 208

Pokémon HeartGold
The horns on its head provide a strong power that enables it to sense people's emotions.

Pokémon SoulSilver
The horns on its head provide a strong power that enables it to sense people's emotions.

EVOLUTION



p. 438

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Double Team	Normal	Status	—	—	15	Self	—
12	Teleport	Psychic	Status	—	—	20	Self	—
17	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
21	Magical Leaf	Grass	Special	60	—	20	Normal	—
23	Calm Mind	Psychic	Status	—	—	20	Self	—
28	Psychic	Psychic	Special	90	100	10	Normal	—
32	Imprison	Psychic	Status	—	—	10	Self	—
34	Future Sight	Psychic	Special	80	90	15	Normal	—
39	Charm	Normal	Status	—	100	20	Normal	—
43	Hypnosis	Psychic	Status	—	60	20	Normal	—
45	Dream Eater	Psychic	Special	100	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

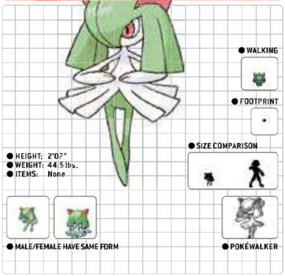
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Will-O-Wisp	Fire	Status	—	75	15	Normal	—
Mean Look	Normal	Status	—	—	5	Normal	—
Memento	Dark	Status	—	100	10	Normal	—
Destiny Bond	Ghost	Status	—	—	5	Self	—
Grudge	Ghost	Status	—	—	5	Self	—
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Encore	Normal	Status	—	100	5	Normal	—

To Contents

No. 281 | Emotion Pokémon
Kirlia

Psychic

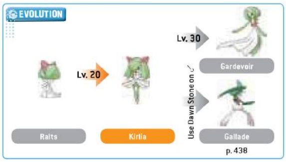


- HEIGHT: 2'07"
- WEIGHT: 44.5 lbs.
- ITEMS: None

Pokémon HeartGold: It has a psychic power that enables it to distort the space around it and see into the future.

Pokémon SoulSilver: It has a psychic power that enables it to distort the space around it and see into the future.

EVOLUTION



ABILITIES
- Synchronize
- Trace

EGG GROUP
Amorphous

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★☆☆ SKILL ★★★★☆ STAMINA ★★☆ JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Ralts to Lv. 20
Pokémon SoulSilver	Level up Ralts to Lv. 20
Pokémon Diamond	Route 203 (occasionally appears when you use Poké Radar)
Pokémon Pearl	Route 203 (occasionally appears when you use Poké Radar)
Pokémon Platinum	Route 212, Hearthome City side

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Teleport	Psychic	Status	—	—	20	Self	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Double Team	Normal	Status	—	—	15	Self	—
12	Teleport	Psychic	Status	—	—	20	Self	—
17	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
25	Calm Mind	Psychic	Status	—	—	20	Self	—
31	Psychic	Psychic	Special	90	100	10	Normal	—
36	Imprison	Psychic	Status	—	—	10	Self	—
39	Future Sight	Psychic	Special	80	90	15	Normal	—
45	Charm	Normal	Status	—	100	20	Normal	—
50	Hypnosis	Psychic	Status	—	60	20	Normal	—
53	Dream Eater	Psychic	Special	100	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

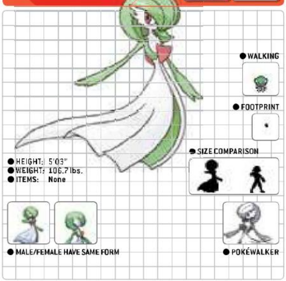
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status		100	10	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status			15	Self	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 282 | Embrace Pokémon
Gardevoir

Psychic

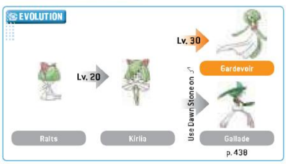


- HEIGHT: 5'03"
- WEIGHT: 106.7 lbs.
- ITEMS: None

Pokémon HeartGold: It unleashes psychokinetic energy at full power when protecting a Trainer it has bonded closely with.

Pokémon SoulSilver: It unleashes psychokinetic energy at full power when protecting a Trainer it has bonded closely with.

EVOLUTION



ABILITIES
- Synchronize
- Trace

EGG GROUPS
Amorphous

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★☆☆ SKILL ★★★★★ STAMINA ★★ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Kirlia to Lv. 30
Pokémon SoulSilver	Level up Kirlia to Lv. 30
Pokémon Diamond	Level up Kirlia to Lv. 30
Pokémon Pearl	Level up Kirlia to Lv. 30
Pokémon Platinum	Level up Kirlia to Lv. 30

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Healing Wish	Psychic	Status	—	—	10	Self	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Teleport	Psychic	Status	—	—	20	Self	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Double Team	Normal	Status	—	—	15	Self	—
12	Teleport	Psychic	Status	—	—	20	Self	—
17	Wish	Normal	Status	—	—	10	Self	—
22	Magical Leaf	Grass	Special	60	—	20	Normal	—
25	Calm Mind	Psychic	Status	—	—	20	Self	—
33	Psychic	Psychic	Special	90	100	10	Normal	—
40	Imprison	Psychic	Status	—	—	10	Self	—
45	Future Sight	Psychic	Special	80	90	15	Normal	—
53	Captivate	Normal	Status	—	100	20	2 Foes	—
60	Hypnosis	Psychic	Status	—	60	20	Normal	—
65	Dream Eater	Psychic	Special	100	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

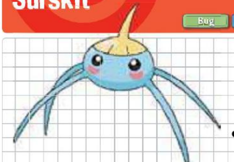
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

To Contents

No. 283 | Pond Skater Pokémon
Surskit

Bug | Water



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 3.7 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
- Swift Swim

EGG GROUPS
- Water 1
- Bug

STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★☆☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Forest Area: if Water objects are placed, may appear in tall grass; Wetland Area: if Grass objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Forest Area: if Water objects are placed, may appear in tall grass; Wetland Area: if Grass objects are placed, may appear in tall grass)
Pokémon Diamond	Lake Verity (mass outbreak)
Pokémon Pearl	Lake Verity (mass outbreak)
Pokémon Platinum	Route 229 (water surface)

Pokémon HeartGold
It secretes a thick, sweet-scented syrup from the tip of its head. It lives on weed-choked ponds.

Pokémon SoulSilver
It secretes a thick, sweet-scented syrup from the tip of its head. It lives on weed-choked ponds.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	◯
13	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
19	Water Sport	Water	Status	—	—	15	All	—
25	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Agility	Psychic	Status	—	—	30	Self	—
37	Mist	Ice	Status	—	—	30	2 Allies	—
37	Haze	Ice	Status	—	—	30	All	—
43	Baton Pass	Normal	Status	—	—	40	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Foresight	Normal	Status	—	—	40	Normal	—
Mud Shot	Ground	Special	55	95	15	Normal	
Psybeam	Psychic	Special	65	100	20	Normal	—
Hydro Pump	Water	Special	120	80	5	Normal	
Mind Reader	Normal	Status	—	—	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	
Bug Bite	Bug	Physical	60	100	20	Normal	◯

283 SURSKIT

No. 284 | Eyeball Pokémon
Masquerain

Bug | Water



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 7.9 lbs.
● ITEMS: SilverPowder

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
- Intimidate

EGG GROUPS
- Water 1
- Bug

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★
STAMINA ★★★★
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Meadow Area: if Water objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Meadow Area: if Water objects are placed, may appear in tall grass)
Pokémon Diamond	Level up Surskit to Lv. 22
Pokémon Pearl	Level up Surskit to Lv. 22
Pokémon Platinum	Route 229 (water surface)

Pokémon HeartGold
It flaps its four wings to hover and fly freely in any direction--to and fro and sideways.

Pokémon SoulSilver
It flaps its four wings to hover and fly freely in any direction--to and fro and sideways.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ominous Wind	Ghost	Special	60	100	5	Normal	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	◯
13	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
19	Water Sport	Water	Status	—	—	15	All	—
22	Gust	Flying	Special	40	100	35	Normal	—
26	Scary Face	Normal	Status	—	90	10	Normal	—
33	Stun Spore	Grass	Status	—	75	30	Normal	—
40	Silver Wind	Bug	Special	60	100	5	Normal	—
47	Air Slash	Flying	Special	75	95	20	Normal	—
54	Whirlwind	Normal	Status	—	100	20	Normal	—
61	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—

284 MASQUERAIN

To Contents

No. 285 | Mushroom Pokémon
Shroomish

Grass



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 9.9 lbs.
- ITEMS: Kebia Berry
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Effect Spore
- Poison Heal

EGG GROUPS
- Fairy
- Grass

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★ STAMINA ★★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Viridian Forest (use Headbutt)
Pokémon SoulSilver	Viridian Forest (use Headbutt)
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon HeartGold
If it senses danger, it scatters spores from the top of its head to protect itself.

Pokémon SoulSilver
If it senses danger, it scatters spores from the top of its head to protect itself.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
5	Tackle	Normal	Physical	35	95	35	Normal	◯
9	Stun Spore	Grass	Status	—	75	30	Normal	—
13	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Mega Drain	Grass	Special	40	100	15	Normal	—
21	Headbutt	Normal	Physical	70	100	15	Normal	◯
25	PoisonPowder	Poison	Status	—	75	35	Normal	—
29	Worry Seed	Grass	Status	—	100	10	Normal	—
33	Growth	Normal	Status	—	—	40	Self	—
37	Giga Drain	Grass	Special	60	100	10	Normal	—
41	Seed Bomb	Grass	Physical	80	100	15	Normal	—
45	Spore	Grass	Status	—	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status		100	10	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fake Tears	Dark	Status	—	100	20	Normal	—
Swagger	Normal	Status		90	15	Normal	
Charm	Normal	Status	—	100	20	Normal	—
False Swipe	Normal	Physical	40	100	40	Normal	◯
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Worry Seed	Grass	Status		100	10	Normal	
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	◯
Seed Bomb	Grass	Physical	80	100	15	Normal	

No. 286 | Mushroom Pokémon
Breloom

Grass / Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 86.4 lbs.
- ITEMS: Kebia Berry
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Effect Spore
- Poison Heal

EGG GROUPS
- Fairy
- Grass

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★ POWER ★★★★☆ SKILL ★★☆☆☆ STAMINA ★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Level up Shroomish to Lv. 23
Pokémon Pearl	Level up Shroomish to Lv. 23
Pokémon Platinum	Level up Shroomish to Lv. 23

Pokémon HeartGold
It scatters poisonous spores and throws powerful punches while its foe is hampered by inhaled spores.

Pokémon SoulSilver
It scatters poisonous spores and throws powerful punches while its foe is hampered by inhaled spores.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Stun Spore	Grass	Status	—	75	30	Normal	—
1	Leech Seed	Grass	Status	—	90	10	Normal	—
5	Tackle	Normal	Physical	35	95	35	Normal	◯
9	Stun Spore	Grass	Status	—	75	30	Normal	—
13	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Mega Drain	Grass	Special	40	100	15	Normal	—
21	Headbutt	Normal	Physical	70	100	15	Normal	◯
23	Mach Punch	Fighting	Physical	40	100	30	Normal	◯
25	Counter	Fighting	Physical	—	100	20	Self	◯
29	Force Palm	Fighting	Physical	60	100	10	Normal	◯
33	Sky Uppercut	Fighting	Physical	85	90	15	Normal	◯
37	Mind Reader	Normal	Status	—	—	5	Normal	—
41	Seed Bomb	Grass	Physical	80	100	15	Normal	—
45	DynamicPunch	Fighting	Physical	100	50	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

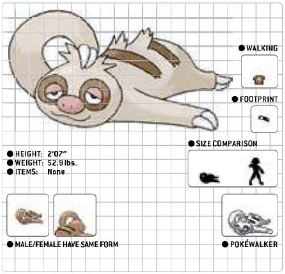
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 287 | Slacker Pokémon
Slakoth
Normal

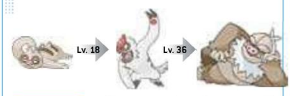


- HEIGHT: 2'07"
- WEIGHT: 52.9 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM — POKÉWALKER

Pokémon HeartGold: The way SLAKOTH lolls around makes anyone who watches it feel like doing the same.

Pokémon SoulSilver: The way SLAKOTH lolls around makes anyone who watches it feel like doing the same.

EVOLUTION


ABILITY: Truant

EGG GROUP: Field

STATS: HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE: SPEED ★☆ POWER ★☆ SKILL ★☆ STAMINA ★★★★☆ JUMP ★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Route 25 (use Headbutt on four trees in the northwest)
Pokémon SoulSilver	Route 25 (use Headbutt on four trees in the northwest)
Pokémon Diamond	Eterna Forest (mass outbreak)
Pokémon Pearl	Eterna Forest (mass outbreak)
Pokémon Platinum	Eterna Forest (mass outbreak)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Yawn	Normal	Status	—	—	10	Normal	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Slack Off	Normal	Status	—	—	10	Self	—
19	Faint Attack	Dark	Physical	60	—	20	Normal	◯
25	Amnesia	Psychic	Status	—	—	20	Self	—
31	Covet	Normal	Physical	40	100	40	Normal	◯
37	Counter	Fighting	Physical	—	100	20	Self	◯
43	Flail	Normal	Physical	—	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Gunk Shot	Poison	Physical	120	70	5	Normal	—

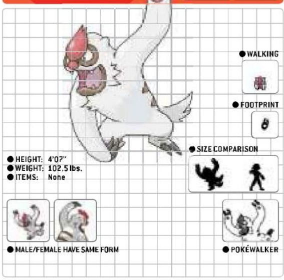
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	◯
Slash	Normal	Physical	70	100	20	Normal	◯
Body Slam	Normal	Physical	85	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Crush Claw	Normal	Physical	75	95	10	Normal	◯
Curse	???	Status			10	Normal/Self	
Sleep Talk	Normal	Status	—	—	10	Depends	—
Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
Night Slash	Dark	Physical	70	100	15	Normal	◯

No. 288 | Wild Monkey Pokémon
Vigoroth
Normal

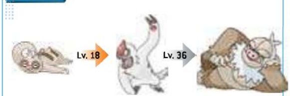


- HEIGHT: 4'07"
- WEIGHT: 102.5 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM — POKÉWALKER

Pokémon HeartGold: Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

Pokémon SoulSilver: Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

EVOLUTION


ABILITY: Vital Spirit

EGG GROUP: Field

STATS: HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE: SPEED ★★★★☆ POWER ★★☆ SKILL ★★☆☆ STAMINA ★★★☆ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Safari Zone (Peak Area: if Grass objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Peak Area: if Grass objects are placed, may appear in tall grass)
Pokémon Diamond	Level up Slakoth to Lv. 18
Pokémon Pearl	Level up Slakoth to Lv. 18
Pokémon Platinum	Level up Slakoth to Lv. 18

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Encore	Normal	Status	—	100	5	Normal	—
1	Uproar	Normal	Special	50	100	10	1 Random	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Uproar	Normal	Special	50	100	10	1 Random	—
19	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
25	Endure	Normal	Status	—	—	10	Self	—
31	Slash	Normal	Physical	70	100	20	Normal	◯
37	Counter	Fighting	Physical	—	100	20	Self	◯
43	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
49	Reversal	Fighting	Physical	—	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

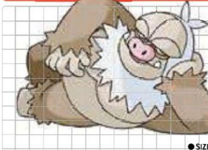
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

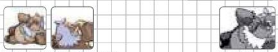
No. 289 | Lazy Pokémon
Slaking

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 6'07"
● WEIGHT: 287.7 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Truant

EGG GROUP
Field

STATS
HP ●●●●●●
ATTACK ●●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★
POWER ★★★★★
SKILL ★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Vigoroth to Lv. 36
Pokémon SoulSilver	Level up Vigoroth to Lv. 36
Pokémon Diamond	Level up Vigoroth to Lv. 36
Pokémon Pearl	Level up Vigoroth to Lv. 36
Pokémon Platinum	Level up Vigoroth to Lv. 36

Pokémon HeartGold
The world's laziest Pokémon. It moves to another spot when there's no food left within its reach.

Pokémon SoulSilver
The world's laziest Pokémon. It moves to another spot when there's no food left within its reach.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Encore	Normal	Status	—	100	5	Normal	—
1	Slack Off	Normal	Status	—	—	10	Self	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Slack Off	Normal	Status	—	—	10	Self	—
19	Faint Attack	Dark	Physical	60	—	20	Normal	◯
25	Amnesia	Psychic	Status	—	—	20	Self	—
31	Covet	Normal	Physical	40	100	40	Normal	◯
36	Swagger	Normal	Status	—	90	15	Normal	—
37	Counter	Fighting	Physical	—	100	20	Self	◯
43	Flail	Normal	Physical	—	100	15	Normal	◯
49	Fling	Dark	Physical	—	100	10	Normal	—
55	Punishment	Dark	Physical	—	100	5	Normal	◯
61	Hammer Arm	Fighting	Physical	100	90	10	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

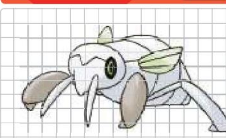
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status			5	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 290 | Trainee Pokémon
Nincada

Bug Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 12.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Compoundeyes

EGG GROUP
Bug

STATS
HP ●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★☆☆
JUMP ★★☆

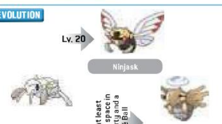
● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday, Saturday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday, Saturday)
Pokémon Diamond	Eterna Forest (use Poké Radar)
Pokémon Pearl	Eterna Forest (use Poké Radar)
Pokémon Platinum	Eterna Forest (use Poké Radar)

Pokémon HeartGold
It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

Pokémon SoulSilver
It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
5	Leech Life	Bug	Physical	20	100	15	Normal	◯
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
14	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
19	Mind Reader	Normal	Status	—	—	5	Normal	—
25	False Swipe	Normal	Physical	40	100	40	Normal	◯
31	Mud-Slap	Ground	Special	20	100	10	Normal	—
38	Metal Claw	Steel	Physical	50	95	35	Normal	◯
45	Dig	Ground	Physical	80	100	10	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯

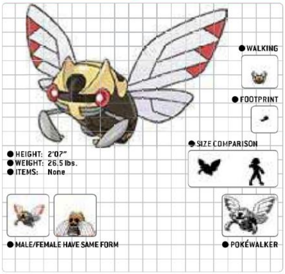
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Endure	Normal	Status	—	—	10	Self	—
Faint Attack	Dark	Physical	60	—	20	Normal	◯
Gust	Flying	Special	40	100	35	Normal	—
Silver Wind	Bug	Special	60	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—
Night Slash	Dark	Physical	70	100	15	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯

To Contents

No. 291 | Ninja Pokémon
Ninjask

Bug | Flying



- HEIGHT: 2'07"
- WEIGHT: 26.5 lbs.
- ITEMS: None

ABILITY
- Speed Boost

EGG GROUP
Bug

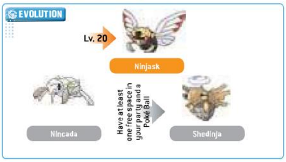
STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●●●

PERFORMANCE
SPEED ★★★★★
POWER ★★☆
SKILL ★★☆
STAMINA ★★
JUMP ★★★★★

Pokémon HeartGold
Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

Pokémon SoulSilver
Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

EVOLUTION



MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Nincada to Lv. 20
Pokémon SoulSilver	Level up Nincada to Lv. 20
Pokémon Diamond	Level up Nincada to Lv. 20
Pokémon Pearl	Level up Nincada to Lv. 20
Pokémon Platinum	Level up Nincada to Lv. 20

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bug Bite	Bug	Physical	60	100	20	Normal	◯
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Leech Life	Bug	Physical	20	100	15	Normal	◯
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
5	Leech Life	Bug	Physical	20	100	15	Normal	◯
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
14	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
19	Mind Reader	Normal	Status	—	—	5	Normal	—
20	Double Team	Normal	Status	—	—	15	Self	—
20	Fury Cutter	Bug	Physical	10	95	20	Normal	◯
20	Screech	Normal	Status	—	85	40	Normal	—
25	Swords Dance	Normal	Status	—	—	30	Self	—
31	Slash	Normal	Physical	70	100	20	Normal	◯
38	Agility	Psychic	Status	—	—	30	Self	—
45	Baton Pass	Normal	Status	—	—	40	Self	—
52	X-Scissor	Bug	Physical	80	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

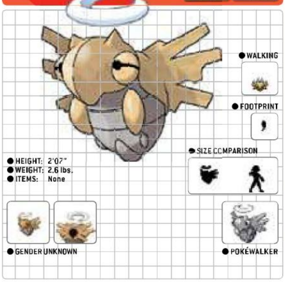
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status		100	10	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯

No. 292 | Shed Pokémon
Shedinja

Bug | Ghost



- HEIGHT: 2'07"
- WEIGHT: 2.6 lbs.
- ITEMS: None

ABILITY
- Wonder Guard

EGG GROUP
Mineral

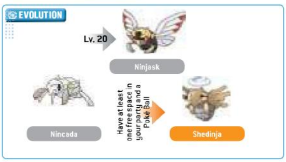
STATS
HP ●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★
POWER ★☆☆
SKILL ★☆☆
STAMINA ★★★★☆
JUMP ★★★★★

Pokémon HeartGold
A strange Pokémon--it flies without moving its wings, has a hollow shell for a body, and does not breathe.

Pokémon SoulSilver
A strange Pokémon--it flies without moving its wings, has a hollow shell for a body, and does not breathe.

EVOLUTION



MAIN WAYS TO OBTAIN

Pokémon HeartGold	Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20
Pokémon SoulSilver	Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20
Pokémon Diamond	Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20
Pokémon Pearl	Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20
Pokémon Platinum	Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
5	Leech Life	Bug	Physical	20	100	15	Normal	◯
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
14	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
19	Mind Reader	Normal	Status	—	—	5	Normal	—
25	Spite	Ghost	Status	—	100	10	Normal	—
31	Confuse Ray	Ghost	Status	—	100	10	Normal	—
38	Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
45	Grudge	Ghost	Status	—	—	5	Self	—
52	Heal Block	Psychic	Status	—	100	15	2 Foes	—
59	Shadow Ball	Ghost	Special	80	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯

To Contents

No. 293 | Whisper Pokémon
Whismur

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 35.9 lbs.
● ITEMS: Chesto Berry

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
- Soundproof

EGG GROUPS
- Monster
- Field

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●
- SP. ATTACK ●●
- SP. DEFENSE ●
- SPEED ●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★★☆☆ STAMINA ★★★ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 30 (Hoenn Sound)
Pokémon SoulSilver	Route 30 (Hoenn Sound)
Pokémon Diamond	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Pearl	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold: If it senses danger, it scares the foe by crying out with the volume of a jet-plane engine.

Pokémon SoulSilver: If it senses danger, it scares the foe by crying out with the volume of a jet-plane engine.

EVOLUTION



Whismur → Loudred → Exploud

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
5	Uproar	Normal	Special	50	100	10	1 Random	—
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Howl	Normal	Status	—	—	40	Self	—
21	Supersonic	Normal	Status	—	55	20	Normal	—
25	Stomp	Normal	Physical	65	100	20	Normal	○
31	Screech	Normal	Status	—	85	40	Normal	—
35	Roar	Normal	Status	—	100	20	Normal	—
41	Rest	Psychic	Status	—	—	10	Self	—
41	Sleep Talk	Normal	Status	—	—	10	Depends	—
45	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Take Down	Normal	Physical	90	85	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Swagger	Normal	Status	—	90	15	Normal	—
Extrasensory	Psychic	Special	80	100	30	Normal	
SmellingSalt	Normal	Physical	60	100	10	Normal	○
SmokeScreen	Normal	Status		100	20	Normal	
Endeavor	Normal	Physical	—	100	5	Normal	○
Hammer Arm	Fighting	Physical	100	90	10	Normal	○

No. 294 | Big Voice Pokémon
Loudred

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 89.3 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
- Soundproof

EGG GROUPS
- Monster
- Field

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★★ STAMINA ★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Whismur to Lv. 20
Pokémon SoulSilver	Level up Whismur to Lv. 20
Pokémon Diamond	Mt. Coronet exterior (use Poké Radar)
Pokémon Pearl	Mt. Coronet exterior (use Poké Radar)
Pokémon Platinum	Mt. Coronet exterior (use Poké Radar)

Pokémon HeartGold: It shouts loudly by inhaling air, and then uses its well-developed stomach muscles to exhale.

Pokémon SoulSilver: It shouts loudly by inhaling air, and then uses its well-developed stomach muscles to exhale.

EVOLUTION



Whismur → Loudred → Exploud

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Uproar	Normal	Special	50	100	10	1 Random	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Howl	Normal	Status	—	—	40	Self	—
5	Uproar	Normal	Special	50	100	10	1 Random	—
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Howl	Normal	Status	—	—	40	Self	—
20	Bite	Dark	Physical	60	100	25	Normal	○
23	Supersonic	Normal	Status	—	55	20	Normal	—
29	Stomp	Normal	Physical	65	100	20	Normal	○
37	Screech	Normal	Status	—	85	40	Normal	—
43	Roar	Normal	Status	—	100	20	Normal	—
51	Rest	Psychic	Status	—	—	10	Self	—
51	Sleep Talk	Normal	Status	—	—	10	Depends	—
57	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 295 | Loud Noise Pokémon
Exploud

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 185.2 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Soundproof

EGG GROUPS
- Monster
- Field

STATS
- HP ●●●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★★
- POWER ★★★★
- SKILL ★★★★
- STAMINA ★★★★☆
- JUMP ★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Loudred to Lv. 40
Pokémon SoulSilver	Level up Loudred to Lv. 40
Pokémon Diamond	Level up Loudred to Lv. 40
Pokémon Pearl	Level up Loudred to Lv. 40
Pokémon Platinum	Level up Loudred to Lv. 40

Pokémon HeartGold
Its roar in battle shakes the ground like a tremor—or like an earthquake has struck.

Pokémon SoulSilver
Its roar in battle shakes the ground like a tremor—or like an earthquake has struck.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	◯
1	Fire Fang	Fire	Physical	65	95	15	Normal	◯
1	Thunder Fang	Electric	Physical	65	95	15	Normal	◯
1	Pound	Normal	Physical	40	100	35	Normal	◯
1	Uproar	Normal	Special	50	100	10	1 Random	—
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
1	Howl	Normal	Status	—	—	40	Self	—
5	Uproar	Normal	Special	50	100	10	1 Random	—
11	Astonish	Ghost	Physical	30	100	15	Normal	◯
15	Howl	Normal	Status	—	—	40	Self	—
20	Bite	Dark	Physical	60	100	25	Normal	◯
23	Supersonic	Normal	Status	—	55	20	Normal	—
29	Stomp	Normal	Physical	65	100	20	Normal	◯
37	Screech	Normal	Status	—	85	40	Normal	—
40	Crunch	Dark	Physical	80	100	15	Normal	◯
45	Roar	Normal	Status	—	100	20	Normal	—
55	Rest	Psychic	Status	—	—	10	Self	—
55	Sleep Talk	Normal	Status	—	—	10	Depends	—
63	Hyper Voice	Normal	Special	90	100	10	2 Foes	—
71	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 296 | Guts Pokémon
Makuhita

Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 190.5 lbs.
- ITEMS: None

- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Thick Fat
- Guts

EGG GROUP
- Human-Like

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●
- SP. ATTACK ●
- SP. DEFENSE ●
- SPEED ●

PERFORMANCE
- SPEED ★★★
- POWER ★★★☆☆
- SKILL ★★★
- STAMINA ★★★☆
- JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Union Cave (Hoenn Sound)
Pokémon SoulSilver	Union Cave (Hoenn Sound)
Pokémon Diamond	Route 225 (mass outbreak)
Pokémon Pearl	Route 225 (mass outbreak)
Pokémon Platinum	Route 225 (mass outbreak)

Pokémon HeartGold
It toughens up by slamming into thick trees over and over. It gains a sturdy body and dauntless spirit.

Pokémon SoulSilver
It toughens up by slamming into thick trees over and over. It gains a sturdy body and dauntless spirit.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Arm Thrust	Fighting	Physical	15	100	20	Normal	◯
10	Vital Throw	Fighting	Physical	70	—	10	Normal	◯
13	Fake Out	Normal	Physical	40	100	10	Normal	◯
16	Whirlwind	Normal	Status	—	100	20	Normal	—
19	Knock Off	Dark	Physical	20	100	20	Normal	◯
22	SmellingSalt	Normal	Physical	60	100	10	Normal	◯
25	Belly Drum	Normal	Status	—	—	10	Self	—
28	Force Palm	Fighting	Physical	60	100	10	Normal	◯
31	Seismic Toss	Fighting	Physical	—	100	20	Normal	◯
34	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	◯
37	Endure	Normal	Status	—	—	10	Self	—
40	Close Combat	Fighting	Physical	120	100	5	Normal	◯
43	Reversal	Fighting	Physical	—	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	◯
Detect	Fighting	Status	—	—	5	Self	—
Foresight	Normal	Status	—	—	40	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Cross Chop	Fighting	Physical	100	80	5	Normal	◯
Revenge	Fighting	Physical	60	100	10	Normal	◯
DynamicPunch	Fighting	Physical	100	50	5	Normal	◯
Counter	Fighting	Physical	—	100	20	Self	◯
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	◯
Bullet Punch	Steel	Physical	40	100	30	Normal	◯
Feint	Normal	Physical	50	100	10	Normal	—

To Contents

No. 297 | Arm Thrust Pokémon
Hariyama

Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 7'07"
- WEIGHT: 559.5 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: It loves challenging others to tests of strength. It has the power to stop a train with a slap.

Pokémon SoulSilver: It loves challenging others to tests of strength. It has the power to stop a train with a slap.

EVOLUTION



ABILITIES
- Thick Fat
- Guts

EGG GROUP: Human-Like

STATS: HP ●●●●●●● / ATTACK ●●●●● / DEFENSE ●● / SP. ATTACK ●● / SP. DEFENSE ●● / SPEED ●●

PERFORMANCE: SPEED ★★ / POWER ★★★★★ / SKILL ★★☆ / STAMINA ★★★☆ / JUMP ★★☆☆☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Makuhita to Lv. 24
Pokémon SoulSilver	Level up Makuhita to Lv. 24
Pokémon Diamond	Level up Makuhita to Lv. 24
Pokémon Pearl	Level up Makuhita to Lv. 24
Pokémon Platinum	Level up Makuhita to Lv. 24

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Brine	Water	Special	65	100	10	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Arm Thrust	Fighting	Physical	15	100	20	Normal	○
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Arm Thrust	Fighting	Physical	15	100	20	Normal	○
10	Vital Throw	Fighting	Physical	70	—	10	Normal	○
13	Fake Out	Normal	Physical	40	100	10	Normal	○
16	Whirlwind	Normal	Status	—	100	20	Normal	—
19	Knock Off	Dark	Physical	20	100	20	Normal	○
22	SmellingSalt	Normal	Physical	60	100	10	Normal	○
27	Belly Drum	Normal	Status	—	—	10	Self	—
32	Force Palm	Fighting	Physical	60	100	10	Normal	○
37	Seismic Toss	Fighting	Physical	—	100	20	Normal	○
42	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
47	Endure	Normal	Status	—	—	10	Self	—
52	Close Combat	Fighting	Physical	120	100	5	Normal	○
57	Reversal	Fighting	Physical	—	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 298 | Polka Dot Pokémon
Azurill

Normal

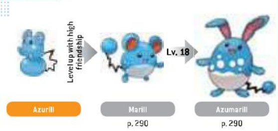


- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 0'08"
- WEIGHT: 4.4 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: Its tail is packed full of the nutrients it needs to grow.

Pokémon SoulSilver: Its tail is packed full of the nutrients it needs to grow.

EVOLUTION



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ABILITIES
- Thick Fat
- Huge Power

EGG GROUP: No Egg has ever been discovered

STATS: HP ●● / ATTACK ● / DEFENSE ●● / SP. ATTACK ● / SP. DEFENSE ●● / SPEED ●

PERFORMANCE: SPEED ★★★★☆ / POWER ★☆ / SKILL ★★☆ / STAMINA ★★☆ / JUMP ★★★☆

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Safari Zone (Savannah Area: if Water objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Savannah Area: if Water objects are placed, may appear in tall grass)
Pokémon Diamond	Pastoria Great Marsh
Pokémon Pearl	Pastoria Great Marsh
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
2	Charm	Normal	Status	—	100	20	Normal	—
7	Tail Whip	Normal	Status	—	100	30	2 Foes	—
10	Bubble	Water	Special	20	100	30	2 Foes	—
15	Slam	Normal	Physical	80	75	20	Normal	○
18	Water Gun	Water	Special	40	100	25	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

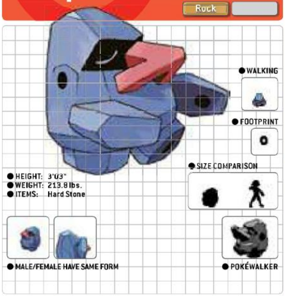
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Encore	Normal	Status	—	100	5	Normal	—
Sing	Normal	Status	—	55	15	Normal	—
Refresh	Normal	Status	—	—	20	Self	—
Slam	Normal	Physical	80	75	20	Normal	○
Tickle	Normal	Status	—	100	20	Normal	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○

To Contents

No. 299 | Compass Pokémon
Nosepass

Rock



- HEIGHT: 3'03"
- WEIGHT: 213.8 lbs.
- ITEMS: Hard Stone

ABILITIES
- Sturdy
- Magnet Pull

EGG GROUP
Mineral

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★☆ | POWER ★★★☆ | SKILL ★★☆ | STAMINA ★★★★☆ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Meadow Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Meadow Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Route 206 (mass outbreak)
Pokémon Pearl	Route 206 (mass outbreak)
Pokémon Platinum	Mt. Coronet

Pokémon HeartGold
If two of these meet, they cannot get too close because their noses repel each other.

Pokémon SoulSilver
If two of these meet, they cannot get too close because their noses repel each other.

EVOLUTION



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LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
7	Harden	Normal	Status	—	—	30	Self	—
13	Rock Throw	Rock	Physical	50	90	15	Normal	—
19	Block	Normal	Status	—	—	5	Normal	—
25	Thunder Wave	Electric	Status	—	100	20	Normal	—
31	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
37	Sandstorm	Rock	Status	—	—	10	All	—
43	Rest	Psychic	Status	—	—	10	Self	—
49	Power Gem	Rock	Special	70	100	20	Normal	—
55	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
61	Stone Edge	Rock	Physical	100	80	5	Normal	—
67	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Lock-On	Normal	Status	—	—	5	Normal	—
79	Earth Power	Ground	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Magnet Rise	Electric	Status	—	—	10	Self	—
Gravity	Psychic	Status			5	All	
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status			5	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status			20	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

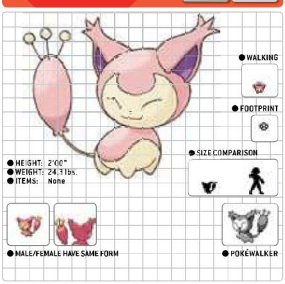
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
Rollout	Rock	Physical	30	90	20	Normal	○
Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Block	Normal	Status	—	—	5	Normal	—

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Pokémon Diamond, Pearl,* or *Platinum Version*.

No. 300 | Kitten Pokémon
Skitty

Normal



- HEIGHT: 2'00"
- WEIGHT: 24.3 lbs.
- ITEMS: None

ABILITIES
- Cute Charm
- Normalize

EGG GROUPS
Field
Fairy

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★☆ | POWER ★★★ | SKILL ★★★ | STAMINA ★★☆ | JUMP ★★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Hoenn Field Pokéwalker Route
Pokémon SoulSilver	Hoenn Field Pokéwalker Route
Pokémon Diamond	Route 222 (mass outbreak)
Pokémon Pearl	Route 222 (mass outbreak)
Pokémon Platinum	Route 222 (mass outbreak)

Pokémon HeartGold
It's adorable when it chases its own tail. It's difficult to earn its trust.

Pokémon SoulSilver
It's adorable when it chases its own tail. It's difficult to earn its trust.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Out	Normal	Physical	40	100	10	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Foresight	Normal	Status	—	—	40	Normal	—
8	Attract	Normal	Status	—	100	15	Normal	—
11	Sing	Normal	Status	—	55	15	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Copycat	Normal	Status	—	—	20	Depends	—
22	Assist	Normal	Status	—	—	20	Depends	—
25	Charm	Normal	Status	—	100	20	Normal	—
29	Faint Attack	Dark	Physical	60	—	20	Normal	○
32	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
36	Covet	Normal	Physical	40	100	40	Normal	○
39	Heal Bell	Normal	Status	—	—	5	All Allies	—
42	Double-Edge	Normal	Physical	120	100	15	Normal	○
46	Captivate	Normal	Status	—	100	20	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Psych Up	Normal	Status	—	—	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Baton Pass	Normal	Status	—	—	40	Self	—
Substitute	Normal	Status	—	—	10	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Mud Bomb	Ground	Special	65	85	10	Normal	—

To Contents

No. 301 | Prim Pokémon
Delcatty

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'07"
- WEIGHT: 71.9 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Cute Charm
- Normalize

EGG GROUPS
- Field
- Fairy

STATS
- HP ●●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★★★★ STAMINA ★★★☆ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Moon Stone on Skitty
Pokémon SoulSilver	Use Moon Stone on Skitty
Pokémon Diamond	Use Moon Stone on Skitty
Pokémon Pearl	Use Moon Stone on Skitty
Pokémon Platinum	Use Moon Stone on Skitty

Pokémon HeartGold: It dislikes dirty places. It often searches for a comfortable place in which to groom itself.

Pokémon SoulSilver: It dislikes dirty places. It often searches for a comfortable place in which to groom itself.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Out	Normal	Physical	40	100	10	Normal	○
1	Attract	Normal	Status	—	100	15	Normal	—
1	Sing	Normal	Status	—	55	15	Normal	—
1	DoubleSlap	Normal	Physical	15	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status			5	All Allies	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 302 | Darkness Pokémon
Sableye

Dark | Ghost



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'08"
- WEIGHT: 24.3 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Keen Eye
- Stall

EGG GROUP
- Human-Like

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 9 (mass outbreak)
Pokémon SoulSilver	—
Pokémon Diamond	Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold: It dwells in the darkness of caves. It uses its sharp claws to dig up gems to nourish itself.

Pokémon SoulSilver: It dwells in the darkness of caves. It uses its sharp claws to dig up gems to nourish itself.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Scratch	Normal	Physical	40	100	35	Normal	○
4	Foresight	Normal	Status	—	—	40	Normal	—
8	Night Shade	Ghost	Special	—	100	15	Normal	—
11	Astonish	Ghost	Physical	30	100	15	Normal	○
15	Fury Swipes	Normal	Physical	18	80	15	Normal	○
18	Fake Out	Normal	Physical	40	100	10	Normal	○
22	Detect	Fighting	Status	—	—	5	Self	—
25	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
29	Knock Off	Dark	Physical	20	100	20	Normal	○
32	Faint Attack	Dark	Physical	60	—	20	Normal	○
36	Punishment	Dark	Physical	—	100	5	Normal	○
39	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
43	Power Gem	Rock	Special	70	100	20	Normal	—
46	Confuse Ray	Ghost	Status	—	100	10	Normal	—
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
53	Shadow Ball	Ghost	Special	80	100	15	Normal	—
57	Mean Look	Normal	Status	—	—	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

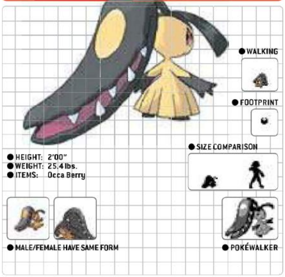
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Psych Up	Normal	Status	—	—	10	Normal	—
Recover	Normal	Status	—	—	10	Self	—
Moonlight	Normal	Status	—	—	5	Self	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Flatter	Dark	Status	—	100	15	Normal	—
Feint	Normal	Physical	50	100	10	Normal	—

To Contents

No. 303 | Deceiver Pokémon
Mawile

Steel



- HEIGHT: 2'00"
- WEIGHT: 25.4 lbs.
- ITEMS: Occa Berry

Pokémon HeartGold
It chomps with its gaping mouth. Its huge jaws are actually steel horns that have been transformed.

Pokémon SoulSilver
It chomps with its gaping mouth. Its huge jaws are actually steel horns that have been transformed.

EVOLUTION

Does not evolve

ABILITIES
- Hyper Cutter
- Intimidate

EGG GROUPS
- Field
- Fairy

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★
POWER ★★★☆☆
SKILL ★★★☆
STAMINA ★★★★
JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	—
Pokémon SoulSilver	Route 9 (mass outbreak)
Pokémon Diamond	Iron Island (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Iron Island (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Iron Island (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
6	Fake Tears	Dark	Status	—	100	20	Normal	—
11	Bite	Dark	Physical	60	100	25	Normal	○
16	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
21	ViceGrip	Normal	Physical	55	100	30	Normal	○
26	Faint Attack	Dark	Physical	60	—	20	Normal	○
31	Baton Pass	Normal	Status	—	—	40	Self	—
36	Crunch	Dark	Physical	80	100	15	Normal	○
41	Iron Defense	Steel	Status	—	—	15	Self	—
46	Sucker Punch	Dark	Physical	80	100	5	Normal	○
51	Stockpile	Normal	Status	—	—	20	Self	—
51	Swallow	Normal	Status	—	—	10	Self	—
51	Spit Up	Normal	Special	—	100	10	Normal	—
56	Iron Head	Steel	Physical	80	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Magnet Rise	Electric	Status	—	—	10	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	
Iron Defense	Steel	Status	—	—	15	Self	—
Super Fang	Normal	Physical		90	10	Normal	○
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

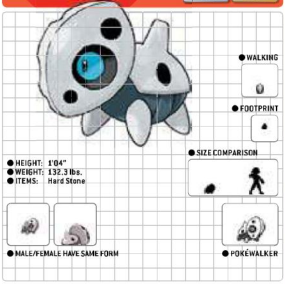
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Swords Dance	Normal	Status	—	—	30	Self	—
False Swipe	Normal	Physical	40	100	40	Normal	○
Poison Fang	Poison	Physical	50	100	15	Normal	○
Psych Up	Normal	Status			10	Normal	
AncientPower	Rock	Special	60	100	5	Normal	—
Tickle	Normal	Status		100	20	Normal	
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Guard Swap	Psychic	Status			10	Normal	

No. 304 | Iron Armor Pokémon
Aron

Steel | Rock



- HEIGHT: 1'04"
- WEIGHT: 132.3 lbs.
- ITEMS: Hard Stone

Pokémon HeartGold
When it evolves, it sheds the steel carapace that covered its whole body and develops a new one.

Pokémon SoulSilver
When it evolves, it sheds the steel carapace that covered its whole body and develops a new one.

EVOLUTION



ABILITIES
- Sturdy
- Rock Head

EGG GROUP
- Monster

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★★
POWER ★★★★
SKILL ★★☆
STAMINA ★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Safari Zone (Rocky Beach Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Rocky Beach Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Fuego Ironworks (use Poké Radar)
Pokémon Pearl	—
Pokémon Platinum	Fuego Ironworks (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Harden	Normal	Status	—	—	30	Self	—
8	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	○
15	Metal Claw	Steel	Physical	50	95	35	Normal	○
18	Iron Defense	Steel	Status	—	—	15	Self	—
22	Roar	Normal	Status	—	100	20	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	○
29	Iron Head	Steel	Physical	80	100	15	Normal	○
32	Protect	Normal	Status	—	—	10	Self	—
36	Metal Sound	Steel	Status	—	85	40	Normal	—
39	Iron Tail	Steel	Physical	100	75	15	Normal	○
43	Double-Edge	Normal	Physical	120	100	15	Normal	○
46	Metal Burst	Steel	Physical	—	100	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Endeavor	Normal	Physical	—	100	5	Normal	○
Body Slam	Normal	Physical	85	100	15	Normal	○
Stomp	Normal	Physical	65	100	20	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Screech	Normal	Status	—	85	40	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Dragon Rush	Dragon	Physical	100	75	10	Normal	○
Head Smash	Rock	Physical	150	80	5	Normal	○

To Contents

No. 305 | Iron Armor Pokémon
Lairon

Steel | Rock



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 264.6 lbs.
- ITEMS: Hard Stone

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Sturdy
- Rock Head

EGG GROUP
Monster

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★☆ STAMINA ★★★☆
SKILL ★★★☆ JUMP ★★

Pokémon HeartGold: It loves iron ore. Groups of them fight for territory by bashing one another with their steel bodies.

Pokémon SoulSilver: It loves iron ore. Groups of them fight for territory by bashing one another with their steel bodies.

EVOLUTION



Aron → Lv. 32 → Lairon → Lv. 42 → Aggron

MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	Safari Zone (Peak Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Peak Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Level up Aron to Lv. 32
Pokémon Pearl	—
Pokémon Platinum	Level up Aron to Lv. 32

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Headbutt	Normal	Physical	70	100	15	Normal	◯
4	Harden	Normal	Status	—	—	30	Self	—
8	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	◯
15	Metal Claw	Steel	Physical	50	95	35	Normal	◯
18	Iron Defense	Steel	Status	—	—	15	Self	—
22	Roar	Normal	Status	—	100	20	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	◯
29	Iron Head	Steel	Physical	80	100	15	Normal	◯
34	Protect	Normal	Status	—	—	10	Self	—
40	Metal Sound	Steel	Status	—	85	40	Normal	—
45	Iron Tail	Steel	Physical	100	75	15	Normal	◯
51	Double-Edge	Normal	Physical	120	100	15	Normal	◯
56	Metal Burst	Steel	Physical	—	100	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Magnet Rise	Electric	Status			10	Self	
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Endeavor	Normal	Physical		100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

No. 306 | Iron Armor Pokémon
Aggron

Steel | Rock



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 6'11"
- WEIGHT: 793.7 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Sturdy
- Rock Head

EGG GROUP
Monster

STATS
HP ●●●
ATTACK ●●●●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★★ STAMINA ★★★★
SKILL ★★★★ JUMP ★★

Pokémon HeartGold: You can tell its age by the length of its iron horns. It claims an entire mountain as its territory.

Pokémon SoulSilver: You can tell its age by the length of its iron horns. It claims an entire mountain as its territory.

EVOLUTION



Aron → Lv. 32 → Lairon → Lv. 42 → Aggron

MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	Level up Lairon to Lv. 42
Pokémon SoulSilver	Level up Lairon to Lv. 42
Pokémon Diamond	Level up Lairon to Lv. 42
Pokémon Pearl	—
Pokémon Platinum	Level up Lairon to Lv. 42

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Headbutt	Normal	Physical	70	100	15	Normal	◯
4	Harden	Normal	Status	—	—	30	Self	—
8	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Headbutt	Normal	Physical	70	100	15	Normal	◯
15	Metal Claw	Steel	Physical	50	95	35	Normal	◯
18	Iron Defense	Steel	Status	—	—	15	Self	—
22	Roar	Normal	Status	—	100	20	Normal	—
25	Take Down	Normal	Physical	90	85	20	Normal	◯
29	Iron Head	Steel	Physical	80	100	15	Normal	◯
34	Protect	Normal	Status	—	—	10	Self	—
40	Metal Sound	Steel	Status	—	85	40	Normal	—
48	Iron Tail	Steel	Physical	100	75	15	Normal	◯
57	Double-Edge	Normal	Physical	120	100	15	Normal	◯
65	Metal Burst	Steel	Physical	—	100	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 307 | Meditate Pokémon
Meditite

Fighting | Psychic



WALKING



FOOTPRINT



SIZE COMPARISON



- HEIGHT: 2'00"
- WEIGHT: 24.7 lbs.
- ITEMS: None



- MALE FORM: Ears are higher on head
- FEMALE FORM: Ears are lower on head
- POKÉWALKER

ABILITY
- Pure Power

EGG GROUP
Human-Like

STATS
- HP ●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
SPEED ★★ | POWER ★★ | SKILL ★★★★★ | STAMINA ★★☆ | JUMP ★★☆☆☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Sprout Tower (Sinnoh Sound)
Pokémon SoulSilver	Sprout Tower (Sinnoh Sound)
Pokémon Diamond	Route 211
Pokémon Pearl	Route 211
Pokémon Platinum	Route 211

Pokémon HeartGold: It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

Pokémon SoulSilver: It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

EVOLUTION



Meditite → Lv. 37 → Medicham

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bide	Normal	Physical	—	—	10	Self	○
4	Meditate	Psychic	Status	—	—	40	Self	—
8	Confusion	Psychic	Special	50	100	25	Normal	—
11	Detect	Fighting	Status	—	—	5	Self	—
15	Hidden Power	Normal	Special	—	100	15	Normal	—
18	Mind Reader	Normal	Status	—	—	5	Normal	—
22	Feint	Normal	Physical	50	100	10	Normal	—
25	Calm Mind	Psychic	Status	—	—	20	Self	—
29	Force Palm	Fighting	Physical	60	100	10	Normal	○
32	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
36	Psych Up	Normal	Status	—	—	10	Normal	—
39	Power Trick	Psychic	Status	—	—	10	Self	—
43	Reversal	Fighting	Physical	—	100	15	Normal	○
46	Recover	Normal	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Trick	Psychic	Status		100	10	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status			5	All	
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status			10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	
Pain Split	Normal	Status	—	—	20	Normal	—
Low Kick	Fighting	Physical		100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fire Punch	Fire	Physical	75	100	15	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Foresight	Normal	Status			40	Normal	
Fake Out	Normal	Physical	40	100	10	Normal	○
Baton Pass	Normal	Status			40	Self	
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Power Swap	Psychic	Status			10	Normal	
Guard Swap	Psychic	Status	—	—	10	Normal	—
Psycho Cut	Psychic	Physical	70	100	20	Normal	
Bullet Punch	Steel	Physical	40	100	30	Normal	○

No. 308 | Meditate Pokémon
Medicham

Fighting | Psychic



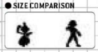
WALKING



FOOTPRINT



SIZE COMPARISON



- HEIGHT: 4'03"
- WEIGHT: 69.4 lbs.
- ITEMS: None



- MALE FORM: Bigger extensions on head
- FEMALE FORM: Smaller extensions on head
- POKÉWALKER

ABILITY
- Pure Power

EGG GROUP
Human-Like

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆ | POWER ★★★☆☆ | SKILL ★★★★☆ | STAMINA ★★☆ | JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 217
Pokémon Pearl	Route 217
Pokémon Platinum	Mt. Coronet

Pokémon HeartGold: Through yoga training, it gained the psychic power to predict its foe's next move.

Pokémon SoulSilver: Through yoga training, it gained the psychic power to predict its foe's next move.

EVOLUTION



Meditite → Lv. 37 → Medicham

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Ice Punch	Ice	Physical	75	100	15	Normal	○
1	Bide	Normal	Physical	—	—	10	Self	○
1	Meditate	Psychic	Status	—	—	40	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Detect	Fighting	Status	—	—	5	Self	—
4	Meditate	Psychic	Status	—	—	40	Self	—
8	Confusion	Psychic	Special	50	100	25	Normal	—
11	Detect	Fighting	Status	—	—	5	Self	—
15	Hidden Power	Normal	Special	—	100	15	Normal	—
18	Mind Reader	Normal	Status	—	—	5	Normal	—
22	Feint	Normal	Physical	50	100	10	Normal	—
25	Calm Mind	Psychic	Status	—	—	20	Self	—
29	Force Palm	Fighting	Physical	60	100	10	Normal	○
32	Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
36	Psych Up	Normal	Status	—	—	10	Normal	—
42	Power Trick	Psychic	Status	—	—	10	Self	—
49	Reversal	Fighting	Physical	—	100	15	Normal	○
55	Recover	Normal	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

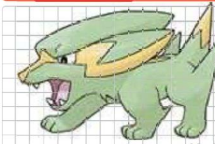
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 309 | Lightning Pokémon
Electrike

Electric



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'00"
- WEIGHT: 33.5 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Static
- Lightningrod

EGG GROUP
Field

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★★☆☆ STAMINA ★★☆ JUMP ★★☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Rocky Beach Area: if Grass objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Rocky Beach Area: if Grass objects are placed, may appear in tall grass)
Pokémon Diamond	Valley Windworks (mass outbreak)
Pokémon Pearl	Valley Windworks (mass outbreak)
Pokémon Platinum	Valley Windworks (mass outbreak)

Pokémon HeartGold
It stores electricity in its fur. It gives off sparks from all over its body in seasons when the air is dry.

Pokémon SoulSilver
It stores electricity in its fur. It gives off sparks from all over its body in seasons when the air is dry.

EVOLUTION



Electrike → Lv. 26 → Menectric

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
4	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Leer	Normal	Status	—	100	30	2 Foes	—
12	Howl	Normal	Status	—	—	40	Self	—
17	Quick Attack	Normal	Physical	40	100	30	Normal	◯
20	Spark	Electric	Physical	65	100	20	Normal	◯
25	Odor Sleuth	Normal	Status	—	—	40	Normal	—
28	Bite	Dark	Physical	60	100	25	Normal	◯
33	Thunder Fang	Electric	Physical	65	95	15	Normal	◯
36	Roar	Normal	Status	—	100	20	Normal	—
41	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
44	Charge	Electric	Status	—	—	20	Self	—
49	Thunder	Electric	Special	120	70	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status			10	Self	
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	◯
Headbutt	Normal	Physical	70	100	15	Normal	◯
Uproar	Normal	Special	50	100	10	1 Random	—
Curse	???	Status			10	Normal/Self	
Swift	Normal	Special	60	—	20	2 Foes	—
Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	
Ice Fang	Ice	Physical	65	95	15	Normal	◯
Fire Fang	Fire	Physical	65	95	15	Normal	◯
Thunder Fang	Electric	Physical	65	95	15	Normal	◯
Switcheroo	Dark	Status		100	10	Normal	

No. 310 | Discharge Pokémon
Manectric

Electric



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'11"
- WEIGHT: 88.6 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Static
- Lightningrod

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★★ SKILL ★★★★ STAMINA ★★★ JUMP ★★★☆

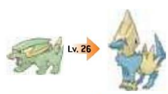
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Wasteland Area: if Grass objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Wasteland Area: if Grass objects are placed, may appear in tall grass)
Pokémon Diamond	Level up Electrike to Lv. 26
Pokémon Pearl	Level up Electrike to Lv. 26
Pokémon Platinum	Level up Electrike to Lv. 26

Pokémon HeartGold
Its nest can be found where a thunderbolt hits. It is discharging electricity from its mane.

Pokémon SoulSilver
Its nest can be found where a thunderbolt hits. It is discharging electricity from its mane.

EVOLUTION



Electrike → Lv. 26 → Menectric

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	◯
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Howl	Normal	Status	—	—	40	Self	—
4	Thunder Wave	Electric	Status	—	100	20	Normal	—
9	Leer	Normal	Status	—	100	30	2 Foes	—
12	Howl	Normal	Status	—	—	40	Self	—
17	Quick Attack	Normal	Physical	40	100	30	Normal	◯
20	Spark	Electric	Physical	65	100	20	Normal	◯
25	Odor Sleuth	Normal	Status	—	—	40	Normal	—
30	Bite	Dark	Physical	60	100	25	Normal	◯
37	Thunder Fang	Electric	Physical	65	95	15	Normal	◯
42	Roar	Normal	Status	—	100	20	Normal	—
49	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
54	Charge	Electric	Status	—	—	20	Self	—
61	Thunder	Electric	Special	120	70	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status			10	Self	
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯

To Contents

No. 311 | Cheering Pokémon
Plusle

Electric



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 9.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Plus

EGG GROUP
Fairy

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★
POWER ★★
SKILL ★★
STAMINA ★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 29 (Hoenn Sound)
Pokémon SoulSilver	Route 29 (Hoenn Sound)
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
It absorbs electricity from telephone poles. It shorts out its body to create crackling noises.

Pokémon SoulSilver
It absorbs electricity from telephone poles. It shorts out its body to create crackling noises.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
3	Thunder Wave	Electric	Status	—	100	20	Normal	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	◯
10	Helping Hand	Normal	Status	—	—	20	1 Ally	—
15	Spark	Electric	Physical	65	100	20	Normal	◯
17	Encore	Normal	Status	—	100	5	Normal	—
21	Fake Tears	Dark	Status	—	100	20	Normal	—
24	Copycat	Normal	Status	—	—	20	Depends	—
29	Swift	Normal	Special	60	—	20	2 Foes	—
31	Fake Tears	Dark	Status	—	100	20	Normal	—
35	Charge	Electric	Status	—	—	20	Self	—
38	Thunder	Electric	Special	120	70	10	Normal	—
42	Baton Pass	Normal	Status	—	—	40	Self	—
44	Agility	Psychic	Status	—	—	30	Self	—
48	Last Resort	Normal	Physical	130	100	5	Normal	◯
51	Nasty Plot	Dark	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status			10	Self	
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Substitute	Normal	Status	—	—	10	Self	—
Wish	Normal	Status			10	Self	
Sing	Normal	Status	—	55	15	Normal	—
Sweet Kiss	Normal	Status		75	10	Normal	
Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

No. 312 | Cheering Pokémon
Minun

Electric



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 9.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Minus

EGG GROUP
Fairy

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★
POWER ★★
SKILL ★★
STAMINA ★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 29 (Hoenn Sound)
Pokémon SoulSilver	Route 29 (Hoenn Sound)
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
Exposure to electricity from MINUN and PLUSLE promotes blood circulation and relaxes muscles.

Pokémon SoulSilver
Exposure to electricity from MINUN and PLUSLE promotes blood circulation and relaxes muscles.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
3	Thunder Wave	Electric	Status	—	100	20	Normal	—
7	Quick Attack	Normal	Physical	40	100	30	Normal	◯
10	Helping Hand	Normal	Status	—	—	20	1 Ally	—
15	Spark	Electric	Physical	65	100	20	Normal	◯
17	Encore	Normal	Status	—	100	5	Normal	—
21	Charm	Normal	Status	—	100	20	Normal	—
24	Copycat	Normal	Status	—	—	20	Depends	—
29	Swift	Normal	Special	60	—	20	2 Foes	—
31	Fake Tears	Dark	Status	—	100	20	Normal	—
35	Charge	Electric	Status	—	—	20	Self	—
38	Thunder	Electric	Special	120	70	10	Normal	—
42	Baton Pass	Normal	Status	—	—	40	Self	—
44	Agility	Psychic	Status	—	—	30	Self	—
48	Trump Card	Normal	Special	—	—	5	Normal	◯
51	Nasty Plot	Dark	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Substitute	Normal	Status	—	—	10	Self	—
Wish	Normal	Status	—	—	10	Self	—
Sing	Normal	Status	—	55	15	Normal	—
Sweet Kiss	Normal	Status	—	75	10	Normal	—
Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—





To Contents

No. 313 | Firefly Pokémon
Volbeat

Bug



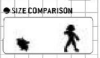
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 2'04"
● WEIGHT: 39.0 lbs.
● ITEMS: None



● MALE FORM



● POKÉWALKER

ABILITIES
- Illuminate
- Swarm

EGG GROUPS
- Bug
- Human-Like

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★ SKILL ★★ STAMINA ★★☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)
Pokémon Diamond	Route 229
Pokémon Pearl	Route 229
Pokémon Platinum	Route 229

Pokémon HeartGold
It emits light from its tail to communicate. It loves the sweet aroma given off by ILLUMISE.

Pokémon SoulSilver
It emits light from its tail to communicate. It loves the sweet aroma given off by ILLUMISE.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Flash	Normal	Status	—	100	20	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
5	Double Team	Normal	Status	—	—	15	Self	—
9	Confuse Ray	Ghost	Status	—	100	10	Normal	—
13	Moonlight	Normal	Status	—	—	5	Self	—
17	Quick Attack	Normal	Physical	40	100	30	Normal	◯
21	Tail Glow	Bug	Status	—	—	20	Self	—
25	Signal Beam	Bug	Special	75	100	15	Normal	—
29	Protect	Normal	Status	—	—	10	Self	—
33	Helping Hand	Normal	Status	—	—	20	1 Ally	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
41	Bug Buzz	Bug	Special	90	100	10	Normal	—
45	Double-Edge	Normal	Physical	120	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status		95	40	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Baton Pass	Normal	Status	—	—	40	Self	—
Silver Wind	Bug	Special	60	100	5	Normal	
Trick	Psychic	Status	—	100	10	Normal	—
Encore	Normal	Status		100	5	Normal	
Bug Buzz	Bug	Special	90	100	10	Normal	—

No. 314 | Firefly Pokémon
Illumise

Bug



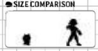
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 2'00"
● WEIGHT: 39.0 lbs.
● ITEMS: None



● FEMALE FORM



● POKÉWALKER

ABILITIES
- Oblivious
- Tinted Lens

EGG GROUPS
- Bug
- Human-Like

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★ SKILL ★★★ STAMINA ★★★ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)
Pokémon Diamond	Route 229
Pokémon Pearl	Route 229
Pokémon Platinum	Route 229

Pokémon HeartGold
Its fragrance attracts a swarm of VOLBEAT, so they draw over 200 patterns in the night sky.

Pokémon SoulSilver
Its fragrance attracts a swarm of VOLBEAT, so they draw over 200 patterns in the night sky.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
5	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
9	Charm	Normal	Status	—	100	20	Normal	—
13	Moonlight	Normal	Status	—	—	5	Self	—
17	Quick Attack	Normal	Physical	40	100	30	Normal	◯
21	Wish	Normal	Status	—	—	10	Self	—
25	Encore	Normal	Status	—	100	5	Normal	—
29	Flatter	Dark	Status	—	100	15	Normal	—
33	Helping Hand	Normal	Status	—	—	20	1 Ally	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
41	Bug Buzz	Bug	Special	90	100	10	Normal	—
45	Covet	Normal	Physical	40	100	40	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Baton Pass	Normal	Status	—	—	40	Self	—
Silver Wind	Bug	Special	60	100	5	Normal	—
Growth	Normal	Status	—	—	40	Self	—
Encore	Normal	Status	—	100	5	Normal	—
Bug Buzz	Bug	Special	90	100	10	Normal	—

To Contents

No. 315 | Thorn Pokémon
Roselia

Grass | Poison



- HEIGHT: 1'00"
- WEIGHT: 4.4 lbs.
- ITEMS: Poison Barb

WALKING · FOOTPRINT · SIZE COMPARISON

- MALE FORM: Smaller leaf on chest
- FEMALE FORM: Larger leaf on chest
- POKÉWALKER

ABILITIES
- Natural Cure
- Poison Point

EGG GROUPS
- Fairy
- Grass

STATS
HP ●● / ATTACK ●●● / DEFENSE ●● / SP. ATTACK ●●●● / SP. DEFENSE ●●● / SPEED ●●●

PERFORMANCE
SPEED ★★★ · POWER ★★☆ · SKILL ★★★★☆ · STAMINA ★★☆ · JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 212
Pokémon Pearl	Route 212
Pokémon Platinum	Route 208

Pokémon HeartGold: ROSELIA that drink nutritionally rich springwater are said to reveal rare coloration when they bloom.

Pokémon SoulSilver: ROSELIA that drink nutritionally rich springwater are said to reveal rare coloration when they bloom.

EVOLUTION



Budew p. 403 → Roselia → Roserade p. 403

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
4	Growth	Normal	Status	—	—	40	Self	—
7	Poison Sting	Poison	Physical	15	100	35	Normal	—
10	Stun Spore	Grass	Status	—	75	30	Normal	—
13	Mega Drain	Grass	Special	40	100	15	Normal	—
16	Leech Seed	Grass	Status	—	90	10	Normal	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
22	GrassWhistle	Grass	Status	—	55	15	Normal	—
25	Giga Drain	Grass	Special	60	100	10	Normal	—
28	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
31	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
34	Ingrain	Grass	Status	—	—	20	Self	—
37	Toxic	Poison	Status	—	85	10	Normal	—
40	Petal Dance	Grass	Special	90	100	20	1 Random	○
43	Aromatherapy	Grass	Status	—	—	5	All Allies	—
46	Synthesis	Grass	Status	—	—	5	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60		20	2 Foes	
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Spikes	Ground	Status	—	—	20	2 Foes	—
Synthesis	Grass	Status			5	Self	
Pin Missile	Bug	Physical	14	85	20	Normal	—
Cotton Spore	Grass	Status		85	40	Normal	
Sleep Powder	Grass	Status	—	75	15	Normal	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	
Mind Reader	Normal	Status	—	—	5	Normal	—
Leaf Storm	Grass	Special	140	90	5	Normal	

No. 316 | Stomach Pokémon
Gulpin

Poison



- HEIGHT: 1'04"
- WEIGHT: 22.7 lbs.
- ITEMS: Big Pearl

WALKING · FOOTPRINT · SIZE COMPARISON

- MALE FORM: Longer yellow point
- FEMALE FORM: Shorter yellow point
- POKÉWALKER

ABILITIES
- Liquid Ooze
- Sticky Hold

EGG GROUP
- Amorphous

STATS
HP ●●● / ATTACK ●● / DEFENSE ●● / SP. ATTACK ●● / SP. DEFENSE ●● / SPEED ●●

PERFORMANCE
SPEED ★☆ · POWER ★☆ · SKILL ★★ · STAMINA ★★★☆ · JUMP ★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	—
Pokémon SoulSilver	Route 3 (mass outbreak)
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon HeartGold: It has a small heart and brain. Its stomach comprises most of its body, with enzymes to dissolve anything.

Pokémon SoulSilver: It has a small heart and brain. Its stomach comprises most of its body, with enzymes to dissolve anything.

EVOLUTION



Gulpin → Swalot

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
6	Yawn	Normal	Status	—	—	10	Normal	—
9	Poison Gas	Poison	Status	—	55	40	Normal	—
14	Sludge	Poison	Special	65	100	20	Normal	—
17	Amnesia	Psychic	Status	—	—	20	Self	—
23	Encore	Normal	Status	—	100	5	Normal	—
28	Toxic	Poison	Status	—	85	10	Normal	—
34	Stockpile	Normal	Status	—	—	20	Self	—
34	Spit Up	Normal	Special	—	100	10	Normal	—
34	Swallow	Normal	Status	—	—	10	Self	—
39	Sludge Bomb	Poison	Special	90	100	10	Normal	—
44	Gastro Acid	Poison	Status	—	100	10	Normal	—
49	Wring Out	Normal	Special	—	100	5	Normal	○
54	Gunk Shot	Poison	Physical	120	70	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gastro Acid	Poison	Status	—	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	○
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dream Eater	Psychic	Special	100	100	15	Normal	—
Acid Armor	Poison	Status	—	—	40	Self	—
Smog	Poison	Special	20	70	20	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Destiny Bond	Ghost	Status	—	—	5	Self	—

To Contents

No. 317 | Poison Bag Pokémon
Swalot

Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'07"
● WEIGHT: 176.4 lbs.
● ITEMS: None



● MALE FORM
Longer whiskers

● FEMALE FORM
Shorter whiskers

● POKÉWALKER

ABILITIES
- Liquid Ooze
- Sticky Hold

EGG GROUP
Amorphous

STATS
HP ●●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★☆ POWER ★★★☆ SKILL ★★★ STAMINA ★★★★☆ JUMP ★★

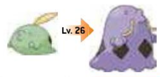
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Level up Gulpin to Lv. 26
Pokémon Diamond	Level up Gulpin to Lv. 26
Pokémon Pearl	Level up Gulpin to Lv. 26
Pokémon Platinum	Level up Gulpin to Lv. 26

Pokémon HeartGold
It gulps anything that fits in its mouth. Its special enzymes can dissolve anything.

Pokémon SoulSilver
It gulps anything that fits in its mouth. Its special enzymes can dissolve anything.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	◯
1	Yawn	Normal	Status	—	—	10	Normal	—
1	Poison Gas	Poison	Status	—	55	40	Normal	—
1	Sludge	Poison	Special	65	100	20	Normal	—
6	Yawn	Normal	Status	—	—	10	Normal	—
9	Poison Gas	Poison	Status	—	55	40	Normal	—
14	Sludge	Poison	Special	65	100	20	Normal	—
17	Amnesia	Psychic	Status	—	—	20	Self	—
23	Encore	Normal	Status	—	100	5	Normal	—
26	Body Slam	Normal	Physical	85	100	15	Normal	◯
30	Toxic	Poison	Status	—	85	10	Normal	—
38	Stockpile	Normal	Status	—	—	20	Self	—
38	Spit Up	Normal	Special	—	100	10	Normal	—
38	Swallow	Normal	Status	—	—	10	Self	—
45	Sludge Bomb	Poison	Special	90	100	10	Normal	—
52	Gastro Acid	Poison	Status	—	100	10	Normal	—
59	Wring Out	Normal	Special	—	100	5	Normal	◯
66	Gunk Shot	Poison	Physical	120	70	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Gastro Acid	Poison	Status		100	10	Normal	
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

No. 318 | Savage Pokémon
Carvanha

Water Dark

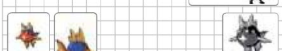


● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 45.9 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
- Rough Skin

EGG GROUP
Water 2

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★☆☆ STAMINA ★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Warm Beach Pokéwalker Route
Pokémon SoulSilver	Warm Beach Pokéwalker Route
Pokémon Diamond	Pastoria Great Marsh / Super Rod)
Pokémon Pearl	Pastoria Great Marsh / Super Rod)
Pokémon Platinum	Pastoria Great Marsh / Super Rod)

Pokémon HeartGold
They form packs to attack boats and rip out their hulls to sink them. They live in rivers in the jungle.

Pokémon SoulSilver
They form packs to attack boats and rip out their hulls to sink them. They live in rivers in the jungle.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Bite	Dark	Physical	60	100	25	Normal	◯
6	Rage	Normal	Physical	20	100	20	Normal	◯
8	Focus Energy	Normal	Status	—	—	30	Self	—
11	Scary Face	Normal	Status	—	90	10	Normal	—
16	Ice Fang	Ice	Physical	65	95	15	Normal	◯
18	Screech	Normal	Status	—	85	40	Normal	—
21	Swagger	Normal	Status	—	90	15	Normal	—
26	Assurance	Dark	Physical	50	100	10	Normal	◯
28	Crunch	Dark	Physical	80	100	15	Normal	◯
31	Aqua Jet	Water	Physical	40	100	20	Normal	◯
36	Agility	Psychic	Status	—	—	30	Self	—
38	Take Down	Normal	Physical	90	85	20	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯
Super Fang	Normal	Physical	—	90	10	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

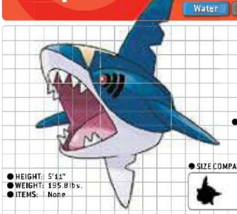
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Hydro Pump	Water	Special	120	80	5	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Thrash	Normal	Physical	90	100	20	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—

To Contents

No. 319 | Brutal Pokémon
Sharpedo

Water | Dark



WALKING

FOOTPRINT

SIZE COMPARISON

HEIGHT: 5'11"
WEIGHT: 195.8 lbs.
ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITY
- Rough Skin

EGG GROUP
- Water 2

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★ | POWER ★★★★ | SKILL ★★★★ | STAMINA ★★ | JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Carvanha to Lv. 30
Pokémon SoulSilver	Level up Carvanha to Lv. 30
Pokémon Diamond	Route 213 (Super Rod)
Pokémon Pearl	Route 213 (Super Rod)
Pokémon Platinum	Level up Carvanha to Lv. 30

Pokémon HeartGold
It can swim at speeds of 75 mph by jetting seawater through its body. It is the bandit of the sea.

Pokémon SoulSilver
It can swim at speeds of 75 mph by jetting seawater through its body. It is the bandit of the sea.

EVOLUTION



Carvanha → Lv. 30 → Sharpedo

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Feint	Normal	Physical	50	100	10	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Bite	Dark	Physical	60	100	25	Normal	◯
1	Rage	Normal	Physical	20	100	20	Normal	◯
1	Focus Energy	Normal	Status	—	—	30	Self	—
6	Rage	Normal	Physical	20	100	20	Normal	◯
8	Focus Energy	Normal	Status	—	—	30	Self	—
11	Scary Face	Normal	Status	—	90	10	Normal	—
16	Ice Fang	Ice	Physical	65	95	15	Normal	◯
18	Screech	Normal	Status	—	85	40	Normal	—
21	Swagger	Normal	Status	—	90	15	Normal	—
26	Assurance	Dark	Physical	50	100	10	Normal	◯
28	Crunch	Dark	Physical	80	100	15	Normal	◯
30	Slash	Normal	Physical	70	100	20	Normal	◯
34	Aqua Jet	Water	Physical	40	100	20	Normal	◯
40	Taunt	Dark	Status	—	100	20	Normal	—
45	Agility	Psychic	Status	—	—	30	Self	—
50	Skull Bash	Normal	Physical	100	100	15	Normal	◯
56	Night Slash	Dark	Physical	70	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

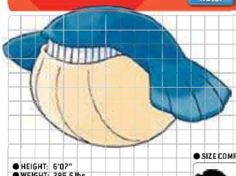
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	
AncientPower	Rock	Special	60	100	5	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯
Super Fang	Normal	Physical	—	90	10	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 320 | Ball Whale Pokémon
Wailmer

Water



WALKING

FOOTPRINT

SIZE COMPARISON

HEIGHT: 6'07"
WEIGHT: 286.6 lbs.
ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Water Veil
- Oblivious

EGG GROUPS
- Field
- Water 2

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★ | POWER ★★★☆ | SKILL ★★☆ | STAMINA ★★★★☆ | JUMP ★★★☆

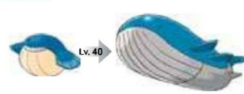
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Warm Beach Pokéwalker Route
Pokémon SoulSilver	Warm Beach Pokéwalker Route
Pokémon Diamond	Route 223 (Super Rod)
Pokémon Pearl	Route 223 (Super Rod)
Pokémon Platinum	Route 223 (Super Rod)

Pokémon HeartGold
It bounces playfully like a ball. The more seawater it swallows, the higher it bounces.

Pokémon SoulSilver
It bounces playfully like a ball. The more seawater it swallows, the higher it bounces.

EVOLUTION



Wailmer → Lv. 40 → Wailord

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
7	Water Gun	Water	Special	40	100	25	Normal	—
11	Rollout	Rock	Physical	30	90	20	Normal	◯
14	Whirlpool	Water	Special	15	70	15	Normal	—
17	Astonish	Ghost	Physical	30	100	15	Normal	◯
21	Water Pulse	Water	Special	60	100	20	Normal	—
24	Mist	Ice	Status	—	—	30	2 Allies	—
27	Rest	Psychic	Status	—	—	10	Self	—
31	Brine	Water	Special	65	100	10	Normal	—
34	Water Spout	Water	Special	150	100	5	2 Foes	—
37	Amnesia	Psychic	Status	—	—	20	Self	—
41	Dive	Water	Physical	80	100	10	Normal	◯
44	Bounce	Flying	Physical	85	85	5	Normal	◯
47	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Bounce	Flying	Physical	85	85	5	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Thrash	Normal	Physical	90	100	20	1 Random	◯
Swagger	Normal	Status	—	90	15	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Curse	???	Status	—	—	10	Normal/Self	—
Fissure	Ground	Physical	—	30	5	Normal	—
Tickle	Normal	Status	—	100	20	Normal	—
Defense Curl	Normal	Status	—	—	40	Self	—
Body Slam	Normal	Physical	85	100	15	Normal	◯
Aqua Ring	Water	Status	—	—	20	Self	—

To Contents

No. 321 | Float Whale Pokémon
Wailord

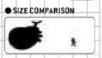
Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 47'07"
● WEIGHT: 877.4 lbs.
● ITEMS: None





● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Water Veil
- Oblivious

EGG GROUPS
- Field
- Water 2

STATS
- HP ●●●●●●
- ATTACK ●●●●
- DEFENSE ●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★★★☆
- SKILL ★
- STAMINA ★★★★★
- JUMP ★★☆☆

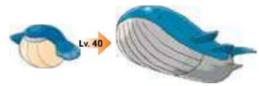
MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Wailmer to Lv. 40
Pokémon SoulSilver	Level up Wailmer to Lv. 40
Pokémon Diamond	Route 223 (Super Rod)
Pokémon Pearl	Route 223 (Super Rod)
Pokémon Platinum	Route 223 (Super Rod)

Pokémon HeartGold
It is the largest of all identified Pokémon. They jump as a pack to herd their prey.

Pokémon SoulSilver
It is the largest of all identified Pokémon. They jump as a pack to herd their prey.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Rollout	Rock	Physical	30	90	20	Normal	○
4	Growl	Normal	Status	—	100	40	2 Foes	—
7	Water Gun	Water	Special	40	100	25	Normal	—
11	Rollout	Rock	Physical	30	90	20	Normal	○
14	Whirlpool	Water	Special	15	70	15	Normal	—
17	Astonish	Ghost	Physical	30	100	15	Normal	○
21	Water Pulse	Water	Special	60	100	20	Normal	—
24	Mist	Ice	Status	—	—	30	2 Allies	—
27	Rest	Psychic	Status	—	—	10	Self	—
31	Brine	Water	Special	65	100	10	Normal	—
34	Water Spout	Water	Special	150	100	5	2 Foes	—
37	Amnesia	Psychic	Status	—	—	20	Self	—
46	Dive	Water	Physical	80	100	10	Normal	○
54	Bounce	Flying	Physical	85	85	5	Normal	○
62	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

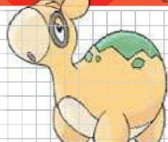
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status			5	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

No. 322 | Numb Pokémon
Numel

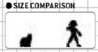
Fire | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

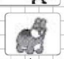


● HEIGHT: 2'04"
● WEIGHT: 52.9 lbs.
● ITEMS: Rawst Berry



● MALE FORM
Shorter hump

● FEMALE FORM
Taller hump



● POKÉWALKER

ABILITIES
- Oblivious
- Simple

EGG GROUP
- Field

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★★★☆
- SKILL ★★
- STAMINA ★★★★
- JUMP ★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Ilex Forest (Hoenn Sound)
Pokémon SoulSilver	Ilex Forest (Hoenn Sound)
Pokémon Diamond	Route 227
Pokémon Pearl	Route 227
Pokémon Platinum	Route 227

Pokémon HeartGold
The flaming magma it stores in the hump on its back is the source of its tremendous power.

Pokémon SoulSilver
The flaming magma it stores in the hump on its back is the source of its tremendous power.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Ember	Fire	Special	40	100	25	Normal	—
11	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
15	Focus Energy	Normal	Status	—	—	30	Self	—
21	Take Down	Normal	Physical	90	85	20	Normal	○
25	Amnesia	Psychic	Status	—	—	20	Self	—
31	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
35	Earth Power	Ground	Special	90	100	10	Normal	—
41	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
45	Flamethrower	Fire	Special	95	100	15	Normal	—
51	Double-Edge	Normal	Physical	120	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

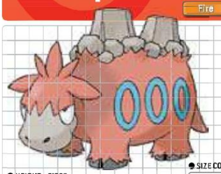
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Howl	Normal	Status	—	—	40	Self	—
Scary Face	Normal	Status	—	90	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Rollout	Rock	Physical	30	90	20	Normal	○
Defense Curl	Normal	Status	—	—	40	Self	—
Stomp	Normal	Physical	65	100	20	Normal	○
Yawn	Normal	Status	—	—	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Mud Bomb	Ground	Special	65	85	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—

To Contents

No. 323 | Eruption Pokémon
Camerupt

Fire | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 6'03"
● WEIGHT: 485.0 lbs.
● ITEMS: None



● MALE FORM
Shorter humps

● FEMALE FORM
Taller humps

● POKÉWALKER

ABILITIES
- Magma Armor
- Solid Rock

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★★★★★
SKILL ★★
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Numel to Lv. 33
Pokémon SoulSilver	Level up Numel to Lv. 33
Pokémon Diamond	Route 227
Pokémon Pearl	Route 227
Pokémon Platinum	Route 227

Pokémon HeartGold
It lives in the crater of a volcano. It is well known that the humps on its back erupt every 10 years.

Pokémon SoulSilver
It lives in the crater of a volcano. It is well known that the humps on its back erupt every 10 years.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Ember	Fire	Special	40	100	25	Normal	—
1	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
5	Ember	Fire	Special	40	100	25	Normal	—
11	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
15	Focus Energy	Normal	Status	—	—	30	Self	—
21	Take Down	Normal	Physical	90	85	20	Normal	◯
25	Amnesia	Psychic	Status	—	—	20	Self	—
31	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
33	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
39	Earth Power	Ground	Special	90	100	10	Normal	—
49	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
57	Eruption	Fire	Special	150	100	5	2 Foes	—
67	Mist	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Earth Power	Ground	Special	90	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

No. 324 | Coal Pokémon
Torkoal

Fire



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 177.2 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
- White Smoke

EGG GROUP
Field

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Route 227 (use Poké Radar)
Pokémon Pearl	Route 227 (use Poké Radar)
Pokémon Platinum	Route 227 (use Poké Radar)

Pokémon HeartGold
You find abandoned coal mines full of them. They dig tirelessly in search of coal.

Pokémon SoulSilver
You find abandoned coal mines full of them. They dig tirelessly in search of coal.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ember	Fire	Special	40	100	25	Normal	—
4	Smog	Poison	Special	20	70	20	Normal	—
7	Withdraw	Water	Status	—	—	40	Self	—
12	Curse	???	Status	—	—	10	Normal/Self	—
17	Fire Spin	Fire	Special	15	70	15	Normal	—
20	SmokeScreen	Normal	Status	—	100	20	Normal	—
23	Rapid Spin	Normal	Physical	20	100	40	Normal	◯
28	Flamethrower	Fire	Special	95	100	15	Normal	—
33	Body Slam	Normal	Physical	85	100	15	Normal	◯
36	Protect	Normal	Status	—	—	10	Self	—
39	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
44	Iron Defense	Steel	Status	—	—	15	Self	—
49	Amnesia	Psychic	Status	—	—	20	Self	—
52	Flail	Normal	Physical	—	100	15	Normal	◯
55	Heat Wave	Fire	Special	100	90	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Eruption	Fire	Special	150	100	5	2 Foes	—
Endure	Normal	Status	—	—	10	Self	—
Sleep Talk	Normal	Status	—	—	10	Depends	—
Yawn	Normal	Status	—	—	10	Normal	—
Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
Mist	Ground	Physical	—	30	5	Normal	—
Skull Bash	Normal	Physical	100	100	15	Normal	◯

To Contents

No. 325 | Bounce Pokémon
Spoink

Psychic



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'04"
● WEIGHT: 67.5 lbs.
● ITEMS: Tanga Berry

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
● Thick Fat
● Own Tempo

EGG GROUP
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★☆ STAMINA ★★★★ JUMP ★★★★☆

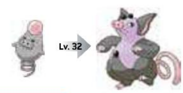
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Ilex Forest (Hoenn Sound)
Pokémon SoulSilver	Ilex Forest (Hoenn Sound)
Pokémon Diamond	Route 214 (mass outbreak)
Pokémon Pearl	Route 214 (mass outbreak)
Pokémon Platinum	Route 214 (mass outbreak)

Pokémon HeartGold
It bounces around on its tail to keep its heart pumping. It carries a pearl from CLAMPERL on its head.

Pokémon SoulSilver
It bounces around on its tail to keep its heart pumping. It carries a pearl from CLAMPERL on its head.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
7	Psywave	Psychic	Special	—	80	15	Normal	—
10	Odor Sleuth	Normal	Status	—	—	40	Normal	—
14	Psybeam	Psychic	Special	65	100	20	Normal	—
15	Psych Up	Normal	Status	—	—	10	Normal	—
18	Confuse Ray	Ghost	Status	—	100	10	Normal	—
21	Magic Coat	Psychic	Status	—	—	15	Self	—
26	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
29	Rest	Psychic	Status	—	—	10	Self	—
29	Snore	Normal	Special	40	100	15	Normal	—
34	Payback	Dark	Physical	50	100	10	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	—
46	Power Gem	Rock	Special	70	100	20	Normal	—
48	Bounce	Flying	Physical	85	85	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status			15	Self	
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status			5	All Allies	
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Future Sight	Psychic	Special	80	90	15	Normal	—
Extrasensory	Psychic	Special	80	100	30	Normal	
Substitute	Normal	Status	—	—	10	Self	—
Trick	Psychic	Status		100	10	Normal	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Amnesia	Psychic	Status			20	Self	
Mirror Coat	Psychic	Special	—	100	20	Self	—

No. 326 | Manipulate Pokémon
Grumpig

Psychic



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 157.6 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
● Thick Fat
● Own Tempo

EGG GROUP
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★ POWER ★★★☆☆ SKILL ★★★☆☆ STAMINA ★★★★☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Spoink to Lv. 32
Pokémon SoulSilver	Level up Spoink to Lv. 32
Pokémon Diamond	Level up Spoink to Lv. 32
Pokémon Pearl	Level up Spoink to Lv. 32
Pokémon Platinum	Level up Spoink to Lv. 32

Pokémon HeartGold
It can perform odd dance steps to influence foes. Its style of dancing became hugely popular overseas.

Pokémon SoulSilver
It can perform odd dance steps to influence foes. Its style of dancing became hugely popular overseas.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Psywave	Psychic	Special	—	80	15	Normal	—
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Psybeam	Psychic	Special	65	100	20	Normal	—
7	Psywave	Psychic	Special	—	80	15	Normal	—
10	Odor Sleuth	Normal	Status	—	—	40	Normal	—
14	Psybeam	Psychic	Special	65	100	20	Normal	—
15	Psych Up	Normal	Status	—	—	10	Normal	—
18	Confuse Ray	Ghost	Status	—	100	10	Normal	—
21	Magic Coat	Psychic	Status	—	—	15	Self	—
26	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
29	Rest	Psychic	Status	—	—	10	Self	—
29	Snore	Normal	Special	40	100	15	Normal	—
37	Payback	Dark	Physical	50	100	10	Normal	○
47	Psychic	Psychic	Special	90	100	10	Normal	—
55	Power Gem	Rock	Special	70	100	20	Normal	—
60	Bounce	Flying	Physical	85	85	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

To Contents

No. 327 | Spot Panda Pokémon
Spinda

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 11.0 lbs.
● ITEMS: Chesto Berry



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Own Tempo
- Tangled Feet

EGG GROUPS
- Field
- Human-Like

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★☆ STAMINA ★★★ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Sprout Tower (Hoenn Sound)
Pokémon SoulSilver	Sprout Tower (Hoenn Sound)
Pokémon Diamond	Route 227 (mass outbreak)
Pokémon Pearl	Route 227 (mass outbreak)
Pokémon Platinum	Route 227 (mass outbreak)

Pokémon HeartGold
The chances of two SPINDA having identical spot patterns is less than one in four billion.

Pokémon SoulSilver
The chances of two SPINDA having identical spot patterns is less than one in four billion.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Uproar	Normal	Special	50	100	10	1 Random	—
10	Copycat	Normal	Status	—	—	20	Depends	—
14	Faint Attack	Dark	Physical	60	—	20	Normal	○
19	Psybeam	Psychic	Special	65	100	20	Normal	—
23	Hypnosis	Psychic	Status	—	60	20	Normal	—
28	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
32	Sucker Punch	Dark	Physical	80	100	5	Normal	○
37	Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—
41	Psych Up	Normal	Status	—	—	10	Normal	—
46	Double-Edge	Normal	Physical	120	100	15	Normal	○
50	Flail	Normal	Physical	—	100	15	Normal	○
55	Thrash	Normal	Physical	90	100	20	1 Random	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status			10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

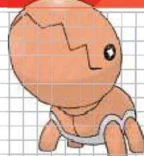
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Encore	Normal	Status	—	100	5	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	
Assist	Normal	Status	—	—	20	Depends	—
Disable	Normal	Status		80	20	Normal	
Baton Pass	Normal	Status	—	—	40	Self	—
Wish	Normal	Status			10	Self	
Trick	Psychic	Status	—	100	10	Normal	—
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Fake Out	Normal	Physical	40	100	10	Normal	○
Role Play	Psychic	Status			10	Normal	
Psycho Cut	Psychic	Physical	70	100	20	Normal	—

No. 328 | Ant Pit Pokémon
Trapinch

Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'04"
● WEIGHT: 33.1 lbs.
● ITEMS: Soft Sand



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Hyper Cutter
- Arena Trap

EGG GROUP
- Bug

STATS
- HP ●●
- ATTACK ●●●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●

PERFORMANCE
SPEED ★☆ POWER ★★★☆☆ SKILL ★★☆ STAMINA ★★★☆☆ JUMP ★★

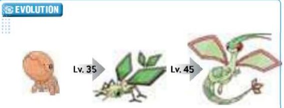
● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Route 228 (occasionally appears when you use Poké Radar)
Pokémon Pearl	Route 228 (occasionally appears when you use Poké Radar)
Pokémon Platinum	—

Pokémon HeartGold
Its nest is a sloped, bowl-like pit in the desert. Once something has fallen in, there is no escape.

Pokémon SoulSilver
Its nest is a sloped, bowl-like pit in the desert. Once something has fallen in, there is no escape.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	○
41	Dig	Ground	Physical	80	100	10	Normal	○
49	Sandstorm	Rock	Status	—	—	10	All	—
57	Hyper Beam	Normal	Special	150	90	5	Normal	—
65	Earth Power	Ground	Special	90	100	10	Normal	—
73	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
81	Feint	Normal	Physical	50	100	10	Normal	—
89	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

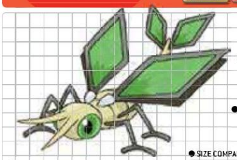
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Focus Energy	Normal	Status	—	—	30	Self	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Gust	Flying	Special	40	100	35	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	—

To Contents

No. 329 | Vibration Pokémon
Vibrava

Ground Dragon



● WALKING
● FOOTPRINT
● SIZE COMPARISON
● HEIGHT: 3'07"
● WEIGHT: 33.7 lbs.
● ITEMS: None
● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Levitate

EGG GROUP
Bug

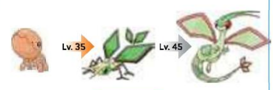
STATS
HP ●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★☆ JUMP ★★★☆

Pokémon HeartGold: It vibrates its wings vigorously, creating ultrasonic waves that cause serious headaches.

Pokémon SoulSilver: It vibrates its wings vigorously, creating ultrasonic waves that cause serious headaches.

EVOLUTION



Trapinch — Lv. 35 → Vibrava — Lv. 45 → Flygon

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 228 (use Poké Radar)
Pokémon Pearl	Route 228 (use Poké Radar)
Pokémon Platinum	—

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Faint Attack	Dark	Physical	60	—	20	Normal	○
1	Sand Tomb	Ground	Physical	15	70	15	Normal	—
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
33	Supersonic	Normal	Status	—	55	20	Normal	—
35	DragonBreath	Dragon	Special	60	100	20	Normal	—
41	Screech	Normal	Status	—	85	40	Normal	—
49	Sandstorm	Rock	Status	—	—	10	All	—
57	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

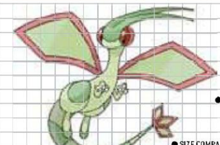
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 330 | Mystic Pokémon
Flygon

Ground Dragon



● WALKING
● FOOTPRINT
● SIZE COMPARISON
● HEIGHT: 6'07"
● WEIGHT: 180.8 lbs.
● ITEMS: None
● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Levitate

EGG GROUP
Bug

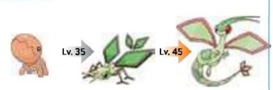
STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆☆ SKILL ★★★☆ STAMINA ★★ JUMP ★★★★★

Pokémon HeartGold: It is nicknamed "The Desert Spirit" because the flapping of its wings sounds like a woman singing.

Pokémon SoulSilver: It is nicknamed "The Desert Spirit" because the flapping of its wings sounds like a woman singing.

EVOLUTION



Trapinch — Lv. 35 → Vibrava — Lv. 45 → Flygon

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Level up Vibrava to Lv. 45
Pokémon SoulSilver	Level up Vibrava to Lv. 45
Pokémon Diamond	Level up Vibrava to Lv. 45
Pokémon Pearl	Level up Vibrava to Lv. 45
Pokémon Platinum	—

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Faint Attack	Dark	Physical	60	—	20	Normal	○
1	Sand Tomb	Ground	Physical	15	70	15	Normal	—
9	Sand-Attack	Ground	Status	—	100	15	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
33	Supersonic	Normal	Status	—	55	20	Normal	—
35	DragonBreath	Dragon	Special	60	100	20	Normal	—
41	Screech	Normal	Status	—	85	40	Normal	—
45	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
49	Sandstorm	Rock	Status	—	—	10	All	—
57	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

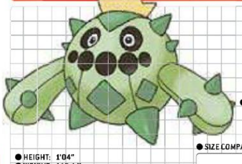
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 331 | Cactus Pokémon
Cacnea

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 113.1 lbs.
● ITEMS: Sticky Barb

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Sand Veil

EGG GROUPS
Grass
Human-Like

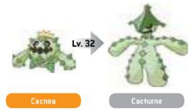
STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★☆

Pokémon HeartGold: It lives in arid locations. Its yellow flowers bloom once a year.

Pokémon SoulSilver: It lives in arid locations. Its yellow flowers bloom once a year.

EVOLUTION



● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 228
Pokémon Pearl	Route 228
Pokémon Platinum	Route 228

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Absorb	Grass	Special	20	100	25	Normal	—
9	Growth	Normal	Status	—	—	40	Self	—
13	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Sand-Attack	Ground	Status	—	100	15	Normal	—
21	Pin Missile	Bug	Physical	14	85	20	Normal	—
25	Ingrain	Grass	Status	—	—	20	Self	—
29	Faint Attack	Dark	Physical	60	—	20	Normal	○
33	Spikes	Ground	Status	—	—	20	2 Foes	—
37	Sucker Punch	Dark	Physical	80	100	5	Normal	○
41	Payback	Dark	Physical	50	100	10	Normal	○
45	Needle Arm	Grass	Physical	60	100	15	Normal	○
49	Cotton Spore	Grass	Status	—	85	40	Normal	—
53	Sandstorm	Rock	Status	—	—	10	All	—
57	Destiny Bond	Ghost	Status	—	—	5	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Synthesis	Grass	Status			5	Self	
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status			10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
GrassWhistle	Grass	Status	—	55	15	Normal	—
Acid	Poison	Special	40	100	30	2 Foes	
Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○
Low Kick	Fighting	Physical		100	20	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Magical Leaf	Grass	Special	60		20	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Nasty Plot	Dark	Status			20	Self	

No. 332 | Scarecrow Pokémon
Cacturne

Grass | Dark



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'03"
● WEIGHT: 170.6 lbs.
● ITEMS: Sticky Barb

● MALE FORM
Smaller markings on belly

● FEMALE FORM
Larger markings on belly

● POKÉWALKER

ABILITY
● Sand Veil

EGG GROUPS
Grass
Human-Like

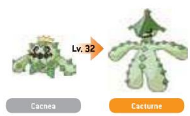
STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★★
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★☆

Pokémon HeartGold: Packs of them follow travelers through the desert until the travelers can no longer move.

Pokémon SoulSilver: Packs of them follow travelers through the desert until the travelers can no longer move.

EVOLUTION



● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Savannah Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Savannah Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 228
Pokémon Pearl	Route 228
Pokémon Platinum	Route 228

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Revenge	Fighting	Physical	60	100	10	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Growth	Normal	Status	—	—	40	Self	—
5	Absorb	Grass	Special	20	100	25	Normal	—
9	Growth	Normal	Status	—	—	40	Self	—
13	Leech Seed	Grass	Status	—	90	10	Normal	—
17	Sand-Attack	Ground	Status	—	100	15	Normal	—
21	Pin Missile	Bug	Physical	14	85	20	Normal	—
25	Ingrain	Grass	Status	—	—	20	Self	—
29	Faint Attack	Dark	Physical	60	—	20	Normal	○
35	Spikes	Ground	Status	—	—	20	2 Foes	—
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
47	Payback	Dark	Physical	50	100	10	Normal	○
53	Needle Arm	Grass	Physical	60	100	15	Normal	○
59	Cotton Spore	Grass	Status	—	85	40	Normal	—
65	Sandstorm	Rock	Status	—	—	10	All	—
71	Destiny Bond	Ghost	Status	—	—	5	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

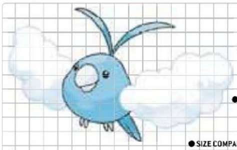
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○

To Contents

No. 333 | Cotton Bird Pokémon
Swablu

Normal | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 2.6 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Natural Cure

EGG GROUPS
- Flying
- Dragon

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●●
- SPEED ●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★☆
- SKILL ★★★☆
- STAMINA ★★★☆
- JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 45 (mass outbreak)
Pokémon SoulSilver	Route 45 (mass outbreak)
Pokémon Diamond	Route 210, Celestic Town side (use Poké Radar)
Pokémon Pearl	Route 211, Celestic Town side (use Poké Radar)
Pokémon Platinum	Route 211, Celestic Town side (use Poké Radar)

Pokémon HeartGold
Its wings bring cottony clouds to mind. It grooms with springwater and loves to sit on heads.

Pokémon SoulSilver
Its wings bring cottony clouds to mind. It grooms with springwater and loves to sit on heads.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Astonish	Ghost	Physical	30	100	15	Normal	◯
9	Sing	Normal	Status	—	55	15	Normal	—
13	Fury Attack	Normal	Physical	15	85	20	Normal	◯
18	Safeguard	Normal	Status	—	—	25	2 Allies	—
23	Mist	Ice	Status	—	—	30	2 Allies	—
28	Take Down	Normal	Physical	90	85	20	Normal	◯
32	Natural Gift	Normal	Physical	—	100	15	Normal	—
36	Mirror Move	Flying	Status	—	—	20	Depends	—
40	Refresh	Normal	Status	—	—	20	Self	—
45	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
50	Perish Song	Normal	Status	—	—	5	All	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status			30	2 Allies	
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Twister	Dragon	Special	40	100	20	2 Foes	
Heat Wave	Fire	Special	100	90	10	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Agility	Psychic	Status	—	—	30	Self	—
Haze	Ice	Status			30	All	
Pursuit	Dark	Physical	40	100	20	Normal	◯
Rage	Normal	Physical	20	100	20	Normal	◯
FeatherDance	Flying	Status	—	100	15	Normal	—
Dragon Rush	Dragon	Physical	100	75	10	Normal	◯
Power Swap	Psychic	Status	—	—	10	Normal	—

No. 334 | Humming Pokémon
Altaria

Dragon | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'07"
- WEIGHT: 45.4 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Natural Cure

EGG GROUPS
- Flying
- Dragon

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★☆
- SKILL ★★★★
- STAMINA ★★★☆
- JUMP ★★★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Swablu to Lv. 35
Pokémon SoulSilver	Level up Swablu to Lv. 35
Pokémon Diamond	Level up Swablu to Lv. 35
Pokémon Pearl	Level up Swablu to Lv. 35
Pokémon Platinum	Level up Swablu to Lv. 35

Pokémon HeartGold
It flies gracefully through the sky. Its melodic humming makes you feel like you're in a dream.

Pokémon SoulSilver
It flies gracefully through the sky. Its melodic humming makes you feel like you're in a dream.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pluck	Flying	Physical	60	100	20	Normal	◯
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
1	Sing	Normal	Status	—	55	15	Normal	—
5	Astonish	Ghost	Physical	30	100	15	Normal	◯
9	Sing	Normal	Status	—	55	15	Normal	—
13	Fury Attack	Normal	Physical	15	85	20	Normal	◯
18	Safeguard	Normal	Status	—	—	25	2 Allies	—
23	Mist	Ice	Status	—	—	30	2 Allies	—
28	Take Down	Normal	Physical	90	85	20	Normal	◯
32	Natural Gift	Normal	Physical	—	100	15	Normal	—
35	DragonBreath	Dragon	Special	60	100	20	Normal	—
39	Dragon Dance	Dragon	Status	—	—	20	Self	—
46	Refresh	Normal	Status	—	—	20	Self	—
54	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
62	Perish Song	Normal	Status	—	—	5	All	—
70	Sky Attack	Flying	Physical	140	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 335 | Cat Ferret Pokémon
Zangoose

Normal



● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 4'03"
● WEIGHT: 88.8 lbs.
● ITEMS: Quick Claw



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Immunity

EGG GROUP
Field

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★☆ SKILL ★★★☆ STAMINA ★★★★☆ JUMP ★★★

Pokémon HeartGold
Its fur would all stand on end if it smelled a SEVIPER nearby. Its sharp claws tear up its foes.

Pokémon SoulSilver
Its fur would all stand on end if it smelled a SEVIPER nearby. Its sharp claws tear up its foes.

EVOLUTION
Does not evolve

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Rock Area: if Grass objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Rock Area: if Grass objects are placed, may appear in tall grass)
Pokémon Diamond	Route 208 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 208 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 208 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Swords Dance	Normal	Status	—	—	30	Self	—
14	Fury Cutter	Bug	Physical	10	95	20	Normal	○
18	Slash	Normal	Physical	70	100	20	Normal	○
22	Pursuit	Dark	Physical	40	100	20	Normal	○
27	Embargo	Dark	Status	—	100	15	Normal	—
31	Crush Claw	Normal	Physical	75	95	10	Normal	○
35	Taunt	Dark	Status	—	100	20	Normal	—
40	Detect	Fighting	Status	—	—	5	Self	—
44	False Swipe	Normal	Physical	40	100	40	Normal	○
48	X-Scissor	Bug	Physical	80	100	15	Normal	○
53	Close Combat	Fighting	Physical	120	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical		100	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Flail	Normal	Physical	—	100	15	Normal	○
Double Kick	Fighting	Physical	30	100	30	Normal	○
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Counter	Fighting	Physical		100	20	Self	○
Roar	Normal	Status	—	100	20	Normal	—
Curse	???	Status			10	Normal/Self	
Fury Swipes	Normal	Physical	18	80	15	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Double Hit	Normal	Physical	35	90	10	Normal	○
Disable	Normal	Status	—	80	20	Normal	—

No. 336 | Fang Snake Pokémon
Seviper

Poison

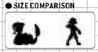


● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 8'10"
● WEIGHT: 115.7 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Shed Skin

EGG GROUPS
Field
Dragon

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★★☆ STAMINA ★★★★☆ JUMP ★★

Pokémon HeartGold
In battle, it uses its bladed tail to counter any ZANGOOSE. It secretes a deadly venom in its tail.

Pokémon SoulSilver
In battle, it uses its bladed tail to counter any ZANGOOSE. It secretes a deadly venom in its tail.

EVOLUTION
Does not evolve

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Marshland Area: if Grass objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Marshland Area: if Grass objects are placed, may appear in tall grass)
Pokémon Diamond	Route 208 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Route 208 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Route 208 (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
7	Lick	Ghost	Physical	20	100	30	Normal	○
10	Bite	Dark	Physical	60	100	25	Normal	○
16	Poison Tail	Poison	Physical	50	100	25	Normal	○
19	Screech	Normal	Status	—	85	40	Normal	—
25	Glare	Normal	Status	—	75	30	Normal	—
28	Crunch	Dark	Physical	80	100	15	Normal	○
34	Poison Fang	Poison	Physical	50	100	15	Normal	○
37	Swagger	Normal	Status	—	90	15	Normal	—
43	Haze	Ice	Status	—	—	30	All	—
46	Night Slash	Dark	Physical	70	100	15	Normal	○
52	Poison Jab	Poison	Physical	80	100	20	Normal	○
55	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

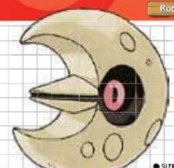
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Scary Face	Normal	Status	—	90	10	Normal	—
Assurance	Dark	Physical	50	100	10	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○
Switcheroo	Dark	Status	—	100	10	Normal	—

To Contents

No. 337 | Meteorite Pokémon
Lunatone

Rock | Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 370.4 lbs.
● ITEMS: Moon Stone



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Levitate

EGG GROUP
Mineral

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★☆
SKILL ★★★☆
STAMINA ★★★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
It was discovered at the site of a meteor strike 40 years ago. Its stare can lull its foes to sleep.

Pokémon SoulSilver
It was discovered at the site of a meteor strike 40 years ago. Its stare can lull its foes to sleep.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
12	Hypnosis	Psychic	Status	—	60	20	Normal	—
20	Rock Polish	Rock	Status	—	—	20	Self	—
23	Psywave	Psychic	Special	—	80	15	Normal	—
31	Embargo	Dark	Status	—	100	15	Normal	—
34	Cosmic Power	Psychic	Status	—	—	20	Self	—
42	Heal Block	Psychic	Status	—	100	15	2 Foes	—
45	Psychic	Psychic	Special	90	100	10	Normal	—
53	Future Sight	Psychic	Special	80	90	15	Normal	—
56	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 338 | Meteorite Pokémon
Solrock

Rock | Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 339.5 lbs.
● ITEMS: Sun Stone



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Levitate

EGG GROUP
Mineral

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆☆
SKILL ★★☆☆
STAMINA ★★★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Lake Verity (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Pearl	Lake Verity (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)
Pokémon Platinum	Lake Verity (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

Pokémon HeartGold
When it rotates itself, it gives off light similar to the sun, thus blinding its foes.

Pokémon SoulSilver
When it rotates itself, it gives off light similar to the sun, thus blinding its foes.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
12	Fire Spin	Fire	Special	15	70	15	Normal	—
20	Rock Polish	Rock	Status	—	—	20	Self	—
23	Psywave	Psychic	Special	—	80	15	Normal	—
31	Embargo	Dark	Status	—	100	15	Normal	—
34	Cosmic Power	Psychic	Status	—	—	20	Self	—
42	Heal Block	Psychic	Status	—	100	15	2 Foes	—
45	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
53	SolarBeam	Grass	Special	120	100	10	Normal	—
56	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status	—	—	20	Normal	—

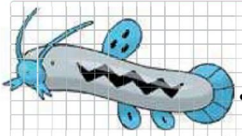
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

To Contents

No. 339 | Whiskers Pokémon
Barboach

Water | Ground



Pokémon HeartGold: BARBOACH uses its whiskers to taste things just as a person uses his or her tongue to taste things.

Pokémon SoulSilver: BARBOACH uses its whiskers to taste things just as a person uses his or her tongue to taste things.

EVOLUTION



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 4.2 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Oblivious
- Anticipation

EGG GROUP
Water 2

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★ | POWER ★★☆ | SKILL ★★★☆ | STAMINA ★★★☆☆ | JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Marshland Area: if Water objects are placed, may appear if you fish with the Super Rod)
Pokémon SoulSilver	Safari Zone (Marshland Area: if Water objects are placed, may appear if you fish with the Super Rod)
Pokémon Diamond	Route 205, Eterna City side (Good Rod)
Pokémon Pearl	Route 205, Eterna City side (Good Rod)
Pokémon Platinum	Route 205, Eterna City side (Good Rod)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
6	Mud Sport	Ground	Status	—	—	15	All	—
6	Water Sport	Water	Status	—	—	15	All	—
10	Water Gun	Water	Special	40	100	25	Normal	—
14	Mud Bomb	Ground	Special	65	85	10	Normal	—
18	Amnesia	Psychic	Status	—	—	20	Self	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
26	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
31	Rest	Psychic	Status	—	—	10	Self	—
31	Snore	Normal	Special	40	100	15	Normal	—
35	Aqua Tail	Water	Physical	90	90	10	Normal	○
39	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
43	Future Sight	Psychic	Special	80	90	15	Normal	—
47	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Aqua Tail	Water	Physical	90	90	10	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

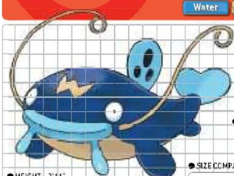
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Thrash	Normal	Physical	90	100	20	1 Random	—
Whirlpool	Water	Special	15	70	15	Normal	
Spark	Electric	Physical	65	100	20	Normal	—
Hydro Pump	Water	Special	120	80	5	Normal	
Flail	Normal	Physical	—	100	15	Normal	—
Take Down	Normal	Physical	90	85	20	Normal	
Dragon Dance	Dragon	Status	—	—	20	Self	—

No. 340 | Whiskers Pokémon
Whiscash

Water | Ground



Pokémon HeartGold: It claims a large swamp to itself. If a foe comes near it, it sets off tremors by thrashing around.

Pokémon SoulSilver: It claims a large swamp to itself. If a foe comes near it, it sets off tremors by thrashing around.

EVOLUTION



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'11"
- WEIGHT: 52.0 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Oblivious
- Anticipation

EGG GROUP
Water 2

STATS
HP ●●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★ | POWER ★★★★☆ | SKILL ★★★☆ | STAMINA ★★★★☆ | JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Violet City (mass outbreak, fishing)
Pokémon SoulSilver	Violet City (mass outbreak, fishing)
Pokémon Diamond	Route 205, Eterna City side (Super Rod)
Pokémon Pearl	Route 205, Eterna City side (Super Rod)
Pokémon Platinum	Route 205, Eterna City side (Super Rod)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
1	Tickle	Normal	Status	—	100	20	Normal	—
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Water Sport	Water	Status	—	—	15	All	—
6	Mud Sport	Ground	Status	—	—	15	All	—
6	Water Sport	Water	Status	—	—	15	All	—
10	Water Gun	Water	Special	40	100	25	Normal	—
14	Mud Bomb	Ground	Special	65	85	10	Normal	—
18	Amnesia	Psychic	Status	—	—	20	Self	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
26	Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
33	Rest	Psychic	Status	—	—	10	Self	—
33	Snore	Normal	Special	40	100	15	Normal	—
39	Aqua Tail	Water	Physical	90	90	10	Normal	○
45	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
51	Future Sight	Psychic	Special	80	90	15	Normal	—
57	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

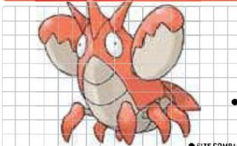
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

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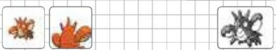
No. 341 | Ruffian Pokémon
Corphish

Water



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 25.4 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Hyper Cutter
- Shed Armor

EGG GROUPS
- Water 1
- Water 3

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Rocky Beach Area: if Water objects are placed, may appear if you fish with the Super Rod)
Pokémon SoulSilver	Safari Zone (Rocky Beach Area: if Water objects are placed, may appear if you fish with the Super Rod)
Pokémon Diamond	Celestic Town (Super Rod)
Pokémon Pearl	Celestic Town (Super Rod)
Pokémon Platinum	Celestic Town (Super Rod)

Pokémon HeartGold: It was originally a Pokémon from afar that escaped to the wild. It can adapt to the dirtiest river.

Pokémon SoulSilver: It was originally a Pokémon from afar that escaped to the wild. It can adapt to the dirtiest river.

EVOLUTION



Corphish — Lv. 30 → Crawdaunt

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
7	Harden	Normal	Status	—	—	30	Self	—
10	ViceGrip	Normal	Physical	55	100	30	Normal	◯
13	Leer	Normal	Status	—	100	30	2 Foes	—
20	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Protect	Normal	Status	—	—	10	Self	—
26	Knock Off	Dark	Physical	20	100	20	Normal	◯
32	Taunt	Dark	Status	—	100	20	Normal	—
35	Night Slash	Dark	Physical	70	100	15	Normal	◯
38	Crabhammer	Water	Physical	90	85	10	Normal	◯
44	Swords Dance	Normal	Status	—	—	30	Self	—
47	Crunch	Dark	Physical	80	100	15	Normal	◯
53	Guillotine	Normal	Physical	—	30	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Superpower	Fighting	Physical	120	100	5	Normal	◯
Endeavor	Normal	Physical		100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status			15	Self	

● TM & HM MOVES

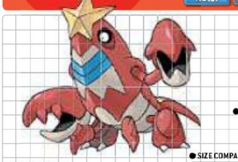
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mud Sport	Ground	Status	—	—	15	All	—
Endeavor	Normal	Physical		100	5	Normal	◯
Body Slam	Normal	Physical	85	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	
Knock Off	Dark	Physical	20	100	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Metal Claw	Steel	Physical	50	95	35	Normal	◯
Dragon Dance	Dragon	Status			20	Self	

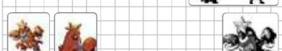
No. 342 | Rogue Pokémon
Crawdaunt

Water / Dark



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 72.3 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Hyper Cutter
- Shell Armor

EGG GROUPS
- Water 1
- Water 3

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Level up Corphish to Lv. 30
Pokémon SoulSilver	Level up Corphish to Lv. 30
Pokémon Diamond	Celestic Town (Super Rod)
Pokémon Pearl	Celestic Town (Super Rod)
Pokémon Platinum	Celestic Town (Super Rod)

Pokémon HeartGold: A brutish Pokémon that loves to battle. It will crash itself into any foe that approaches its nest.

Pokémon SoulSilver: A brutish Pokémon that loves to battle. It will crash itself into any foe that approaches its nest.

EVOLUTION



Corphish — Lv. 30 → Crawdaunt

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Harden	Normal	Status	—	—	30	Self	—
1	ViceGrip	Normal	Physical	55	100	30	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Harden	Normal	Status	—	—	30	Self	—
10	ViceGrip	Normal	Physical	55	100	30	Normal	◯
13	Leer	Normal	Status	—	100	30	2 Foes	—
20	BubbleBeam	Water	Special	65	100	20	Normal	—
23	Protect	Normal	Status	—	—	10	Self	—
26	Knock Off	Dark	Physical	20	100	20	Normal	◯
30	Swift	Normal	Special	60	—	20	2 Foes	—
34	Taunt	Dark	Status	—	100	20	Normal	—
39	Night Slash	Dark	Physical	70	100	15	Normal	◯
44	Crabhammer	Water	Physical	90	85	10	Normal	◯
52	Swords Dance	Normal	Status	—	—	30	Self	—
57	Crunch	Dark	Physical	80	100	15	Normal	◯
65	Guillotine	Normal	Physical	—	30	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

To Contents

No. 343 | Clay Doll Pokémon
Baltoy

Ground Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'08"
- WEIGHT: 47.4 lbs.
- ITEMS: None
- GENDER UNKNOWN
- POKÉWALKER

Pokémon HeartGold: It moves while spinning around on its single foot. Some BALTOY have been seen spinning on their heads.

Pokémon SoulSilver: It moves while spinning around on its single foot. Some BALTOY have been seen spinning on their heads.

EVOLUTION



ABILITY
- Levitate

EGG GROUP
Mineral

STATS
HP ●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 3 (mass outbreak)
Pokémon SoulSilver	—
Pokémon Diamond	Route 206 (use Poké Radar)
Pokémon Pearl	Route 206 (use Poké Radar)
Pokémon Platinum	Route 206 (use Poké Radar)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
3	Harden	Normal	Status	—	—	30	Self	—
5	Rapid Spin	Normal	Physical	20	100	40	Normal	○
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Psybeam	Psychic	Special	65	100	20	Normal	—
15	Rock Tomb	Rock	Physical	50	80	10	Normal	—
19	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
25	AncientPower	Rock	Special	60	100	5	Normal	—
31	Power Trick	Psychic	Status	—	—	10	Self	—
37	Sandstorm	Rock	Status	—	—	10	All	—
45	Cosmic Power	Psychic	Status	—	—	20	Self	—
53	Earth Power	Ground	Special	90	100	10	Normal	—
61	Heal Block	Psychic	Status	—	100	15	2 Foes	—
71	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status		100	10	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status			5	All	
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 344 | Clay Doll Pokémon
Claydol

Ground Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'11"
- WEIGHT: 238.1 lbs.
- ITEMS: None
- GENDER UNKNOWN
- POKÉWALKER

Pokémon HeartGold: It is said that it originates from clay dolls made by an ancient civilization.

Pokémon SoulSilver: It is said that it originates from clay dolls made by an ancient civilization.

EVOLUTION



ABILITY
- Levitate

EGG GROUP
Mineral

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Level up Baltoy to Lv. 36
Pokémon SoulSilver	—
Pokémon Diamond	Level up Baltoy to Lv. 36
Pokémon Pearl	Level up Baltoy to Lv. 36
Pokémon Platinum	Level up Baltoy to Lv. 36

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Teleport	Psychic	Status	—	—	20	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Harden	Normal	Status	—	—	30	Self	—
1	Rapid Spin	Normal	Physical	20	100	40	Normal	○
3	Harden	Normal	Status	—	—	30	Self	—
5	Rapid Spin	Normal	Physical	20	100	40	Normal	○
7	Mud-Slap	Ground	Special	20	100	10	Normal	—
11	Psybeam	Psychic	Special	65	100	20	Normal	—
15	Rock Tomb	Rock	Physical	50	80	10	Normal	—
19	Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
25	AncientPower	Rock	Special	60	100	5	Normal	—
31	Power Trick	Psychic	Status	—	—	10	Self	—
36	Hyper Beam	Normal	Special	150	90	5	Normal	—
40	Sandstorm	Rock	Status	—	—	10	All	—
51	Cosmic Power	Psychic	Status	—	—	20	Self	—
62	Earth Power	Ground	Special	90	100	10	Normal	—
73	Heal Block	Psychic	Status	—	100	15	2 Foes	—
86	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 345 Sea Lily Pokémon
Lileep

Rock | Grass



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 52.5 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Suction Cups

EGG GROUP
Water 3

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★☆☆
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Have the Root Fossil restored at the Pewter Museum of Science
Pokémon Diamond	After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum
Pokémon Pearl	After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum
Pokémon Platinum	After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold
It disguises its tentacles as flowers to attract and catch prey. It became extinct in ancient times.

Pokémon SoulSilver
It disguises its tentacles as flowers to attract and catch prey. It became extinct in ancient times.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Constrict	Normal	Physical	10	100	35	Normal	○
8	Acid	Poison	Special	40	100	30	2 Foes	—
15	Ingrain	Grass	Status	—	—	20	Self	—
22	Confuse Ray	Ghost	Status	—	100	10	Normal	—
29	Amnesia	Psychic	Status	—	—	20	Self	—
36	Gastro Acid	Poison	Status	—	100	10	Normal	—
43	AncientPower	Rock	Special	60	100	5	Normal	—
50	Energy Ball	Grass	Special	80	100	10	Normal	—
57	Stockpile	Normal	Status	—	—	20	Self	—
57	Spit Up	Normal	Special	—	100	10	Normal	—
57	Swallow	Normal	Status	—	—	10	Self	—
64	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status			5	Self	
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status		100	10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gastro Acid	Poison	Status		100	10	Normal	
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status			20	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Barrier	Psychic	Status	—	—	30	Self	—
Recover	Normal	Status			10	Self	
Mirror Coat	Psychic	Special	—	100	20	Self	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	
Wring Out	Normal	Special	—	100	5	Normal	○
Tickle	Normal	Status		100	20	Normal	
Curse	???	Status	—	—	10	Normal/Self	—

No. 346 Barnacle Pokémon
Cradily

Rock | Grass



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'11"
● WEIGHT: 133.2 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Suction Cups

EGG GROUP
Water 3

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★
POWER ★★★★
SKILL ★★☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Level up Lileep to Lv. 40
Pokémon Diamond	Level up Lileep to Lv. 40
Pokémon Pearl	Level up Lileep to Lv. 40
Pokémon Platinum	Level up Lileep to Lv. 40

Pokémon HeartGold
It lives in warm seas. Its heavy body weighs it down so it won't get washed away in rough weather.

Pokémon SoulSilver
It lives in warm seas. Its heavy body weighs it down so it won't get washed away in rough weather.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Acid	Poison	Special	40	100	30	2 Foes	—
1	Ingrain	Grass	Status	—	—	20	Self	—
8	Acid	Poison	Special	40	100	30	2 Foes	—
15	Ingrain	Grass	Status	—	—	20	Self	—
22	Confuse Ray	Ghost	Status	—	100	10	Normal	—
29	Amnesia	Psychic	Status	—	—	20	Self	—
36	AncientPower	Rock	Special	60	100	5	Normal	—
46	Gastro Acid	Poison	Status	—	100	10	Normal	—
56	Energy Ball	Grass	Special	80	100	10	Normal	—
66	Stockpile	Normal	Status	—	—	20	Self	—
66	Spit Up	Normal	Special	—	100	10	Normal	—
66	Swallow	Normal	Status	—	—	10	Self	—
76	Wring Out	Normal	Special	—	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

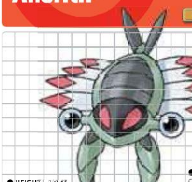
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 347 | Old Shrimp Pokémon
Anorith

Rock | Bug



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'04"
- WEIGHT: 27.6 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Battle Armor

EGG GROUP
Water 3

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★

Pokémon HeartGold: An ancestral Pokémon that lived in the ocean. Over time, its eight feet transformed into wings.

Pokémon SoulSilver: An ancestral Pokémon that lived in the ocean. Over time, its eight feet transformed into wings.

EVOLUTION



MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Have the Claw Fossil restored at the Pewter Museum of Science
Pokémon SoulSilver	—
Pokémon Diamond	After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum
Pokémon Pearl	After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum
Pokémon Platinum	After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
7	Mud Sport	Ground	Status	—	—	15	All	—
13	Water Gun	Water	Special	40	100	25	Normal	—
19	Metal Claw	Steel	Physical	50	95	35	Normal	◯
25	Protect	Normal	Status	—	—	10	Self	—
31	AncientPower	Rock	Special	60	100	5	Normal	—
37	Fury Cutter	Bug	Physical	10	95	20	Normal	◯
43	Slash	Normal	Physical	70	100	20	Normal	◯
49	Rock Blast	Rock	Physical	25	80	10	Normal	—
55	Crush Claw	Normal	Physical	75	95	10	Normal	◯
61	X-Scissor	Bug	Physical	80	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status		95	40	2 Foes	
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status			15	Self	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Rapid Spin	Normal	Physical	20	100	40	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Swords Dance	Normal	Status	—	—	30	Self	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	
Screech	Normal	Status	—	85	40	Normal	—
Sand-Attack	Ground	Status		100	15	Normal	
Cross Poison	Poison	Physical	70	100	20	Normal	◯
Curse	???	Status			10	Normal/Self	

No. 348 | Plate Pokémon
Armaldo

Rock | Bug



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'11"
- WEIGHT: 150.4 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Battle Armor

EGG GROUP
Water 3

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★
POWER ★★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★

Pokémon HeartGold: Its enormous, retractable claws can cut through most anything. Its entire body is clad in sturdy plates.

Pokémon SoulSilver: Its enormous, retractable claws can cut through most anything. Its entire body is clad in sturdy plates.

EVOLUTION



MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Anorith to Lv. 40
Pokémon SoulSilver	—
Pokémon Diamond	Level up Anorith to Lv. 40
Pokémon Pearl	Level up Anorith to Lv. 40
Pokémon Platinum	Level up Anorith to Lv. 40

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Harden	Normal	Status	—	—	30	Self	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Water Gun	Water	Special	40	100	25	Normal	—
7	Mud Sport	Ground	Status	—	—	15	All	—
13	Water Gun	Water	Special	40	100	25	Normal	—
19	Metal Claw	Steel	Physical	50	95	35	Normal	◯
25	Protect	Normal	Status	—	—	10	Self	—
31	AncientPower	Rock	Special	60	100	5	Normal	—
37	Fury Cutter	Bug	Physical	10	95	20	Normal	◯
46	Slash	Normal	Physical	70	100	20	Normal	◯
55	Rock Blast	Rock	Physical	25	80	10	Normal	—
67	Crush Claw	Normal	Physical	75	95	10	Normal	◯
73	X-Scissor	Bug	Physical	80	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

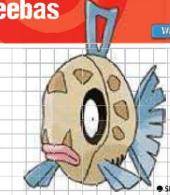
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 349 | Fish Pokémon
Feebas

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 16.3 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Swift Swim

EGG GROUPS
Water 1
Dragon

STATS
HP ●
ATTACK ●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆☆☆ POWER ★☆ SKILL ★ STAMINA ★ JUMP ★★

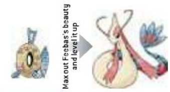
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Quiet Cave Pokéwalker Route
Pokémon SoulSilver	Quiet Cave Pokéwalker Route
Pokémon Diamond	Mt. Coronet B1F (Old Rod / location changes daily)
Pokémon Pearl	Mt. Coronet B1F (Old Rod / location changes daily)
Pokémon Platinum	Mt. Coronet B1F (Old Rod / location changes daily)

Pokémon HeartGold
It is the shabbiest Pokémon of all. It forms in schools and lives at the bottom of rivers.

Pokémon SoulSilver
It is the shabbiest Pokémon of all. It forms in schools and lives at the bottom of rivers.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
15	Tackle	Normal	Physical	35	95	35	Normal	◯
30	Flail	Normal	Physical	—	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	

● TM & HM MOVES

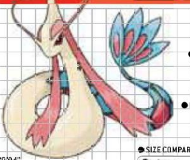
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	◯
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	◯
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mirror Coat	Psychic	Special	—	100	20	Self	—
DragonBreath	Dragon	Special	60	100	20	Normal	
Mud Sport	Ground	Status	—	—	15	All	—
Hypnosis	Psychic	Status		60	20	Normal	
Light Screen	Psychic	Status	—	—	30	2 Allies	—
Confuse Ray	Ghost	Status		100	10	Normal	
Mist	Ice	Status	—	—	30	2 Allies	—
Haze	Ice	Status			30	All	
Tickle	Normal	Status	—	100	20	Normal	—

No. 350 | Tender Pokémon
Milotic

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 20'04"
● WEIGHT: 357.1 lbs.
● ITEMS: None

● MALE FORM
Shorter tail fins

● FEMALE FORM
Longer tail fins

● POKÉWALKER

ABILITY
● Marvel Scale

EGG GROUPS
Water 1
Dragon

STATS
HP ●●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★ POWER ★★☆ SKILL ★★★★★ STAMINA ★★★★★☆ JUMP ★★★

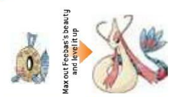
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Feebas with high beauty
Pokémon SoulSilver	Level up Feebas with high beauty
Pokémon Diamond	Level up Feebas with high beauty
Pokémon Pearl	Level up Feebas with high beauty
Pokémon Platinum	Level up Feebas with high beauty

Pokémon HeartGold
It's said that a glimpse of a MILOTIC and its beauty will calm any hostile emotions you're feeling.

Pokémon SoulSilver
It's said that a glimpse of a MILOTIC and its beauty will calm any hostile emotions you're feeling.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Wrap	Normal	Physical	15	85	20	Normal	◯
5	Water Sport	Water	Status	—	—	15	All	—
9	Refresh	Normal	Status	—	—	20	Self	—
13	Water Pulse	Water	Special	60	100	20	Normal	—
17	Twister	Dragon	Special	40	100	20	2 Foes	—
21	Recover	Normal	Status	—	—	10	Self	—
25	Captivate	Normal	Status	—	100	20	2 Foes	—
29	Aqua Tail	Water	Physical	90	90	10	Normal	◯
33	Rain Dance	Water	Status	—	—	5	All	—
37	Hydro Pump	Water	Special	120	80	5	Normal	—
41	Attract	Normal	Status	—	100	15	Normal	—
45	Safeguard	Normal	Status	—	—	25	2 Allies	—
49	Aqua Ring	Water	Status	—	—	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

To Contents

No. 351 | Weather Pokémon
Castform

Normal

Pokémon HeartGold: This Pokémon can change its cells, taking different forms based on the temperature and humidity.

Pokémon SoulSilver: This Pokémon can change its cells, taking different forms based on the temperature and humidity.



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 1.8 lbs.
- ITEMS: None



ABILITY
- Forecast

EGG GROUPS
- Fairy
- Amorphous

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★ POWER ★★☆☆ SKILL ★★☆☆ STAMINA ★★☆☆ JUMP ★★★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Treehouse Pokéwalker Route
Pokémon SoulSilver	Treehouse Pokéwalker Route
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
10	Water Gun	Water	Special	40	100	25	Normal	—
10	Ember	Fire	Special	40	100	25	Normal	—
10	Powder Snow	Ice	Special	40	100	25	2 Foes	—
20	Rain Dance	Water	Status	—	—	5	All	—
20	Sunny Day	Fire	Status	—	—	5	All	—
20	Hail	Ice	Status	—	—	10	All	—
30	Weather Ball	Normal	Special	50	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
							—
							—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Future Sight	Psychic	Special	80	90	15	Normal	—
Psych Up	Normal	Status			10	Normal	
Lucky Chant	Normal	Status	—	—	30	2 Allies	—
Disable	Normal	Status		80	20	Normal	
Amnesia	Psychic	Status	—	—	20	Self	—
Ominous Wind	Ghost	Special	60	100	5	Normal	

No. 352 | Color Swap Pokémon
Kecleon

Normal

Pokémon HeartGold: It changes its shading to match its surroundings so it can sneak up on prey. Only its belly patterns stay fixed.

Pokémon SoulSilver: It changes its shading to match its surroundings so it can sneak up on prey. Only its belly patterns stay fixed.



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 48.5 lbs.
- ITEMS: None



ABILITY
- Color Change

EGG GROUP
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Treehouse Pokéwalker Route
Pokémon SoulSilver	Treehouse Pokéwalker Route
Pokémon Diamond	Route 210, Celestic Town side (use Poké Radar)
Pokémon Pearl	—
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thief	Dark	Physical	40	100	10	Normal	◯
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
1	Lick	Ghost	Physical	20	100	30	Normal	◯
1	Scratch	Normal	Physical	40	100	35	Normal	◯
4	Bind	Normal	Physical	15	75	20	Normal	◯
7	Faint Attack	Dark	Physical	60	—	20	Normal	◯
10	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
14	Feint	Normal	Physical	50	100	10	Normal	—
18	Psybeam	Psychic	Special	65	100	20	Normal	—
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
27	Slash	Normal	Physical	70	100	20	Normal	◯
32	Screech	Normal	Status	—	85	40	Normal	—
37	Substitute	Normal	Status	—	—	10	Self	—
43	Sucker Punch	Dark	Physical	80	100	5	Normal	◯
49	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
55	AncientPower	Rock	Special	60	100	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Trick	Psychic	Status	—	100	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	◯
Nasty Plot	Dark	Status	—	—	20	Self	—
Dizzy Punch	Normal	Physical	70	100	10	Normal	◯
Recover	Normal	Status	—	—	10	Self	—

To Contents

No. 353 | Puppet Pokémon
Shuppet

Ghost



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 5.1 lbs.
● ITEMS: Spell Tag

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Insomnia
- Frisk

EGG GROUP
Amorphous

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●
SPEED ●●

PERFORMANCE
SPEED ★★★★☆
POWER ★☆
SKILL ★★☆
STAMINA ★☆☆
JUMP ★★★★

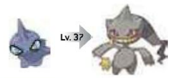
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Forest Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Forest Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Pearl	Find its Egg at the Pokémon Day Care and hatch it
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It uses its horn to feed on envy and malice, or so it's said. It's very active at night.

Pokémon SoulSilver
It uses its horn to feed on envy and malice, or so it's said. It's very active at night.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Knock Off	Dark	Physical	20	100	20	Normal	◯
5	Screech	Normal	Status	—	85	40	Normal	—
8	Night Shade	Ghost	Special	—	100	15	Normal	—
13	Curse	???	Status	—	—	10	Normal/Self	—
16	Spite	Ghost	Status	—	100	10	Normal	—
20	Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
23	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
28	Faint Attack	Dark	Physical	60	—	20	Normal	◯
31	Shadow Ball	Ghost	Special	80	100	15	Normal	—
35	Sucker Punch	Dark	Physical	80	100	5	Normal	◯
38	Embargo	Dark	Status	—	100	15	Normal	—
43	Snatch	Dark	Status	—	—	10	Depends	—
46	Grudge	Ghost	Status	—	—	5	Self	—
50	Trick	Psychic	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Spite	Ghost	Status		100	10	Normal	
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status			10	Normal	
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Destiny Bond	Ghost	Status			5	Self	
Foresight	Normal	Status	—	—	40	Normal	—
Astonish	Ghost	Physical	30	100	15	Normal	◯
Imprison	Psychic	Status	—	—	10	Self	—
Pursuit	Dark	Physical	40	100	20	Normal	◯
Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
Payback	Dark	Physical	50	100	10	Normal	◯
Confuse Ray	Ghost	Status	—	100	10	Normal	—

No. 354 | Marionette Pokémon
Banette

Ghost



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 27.6 lbs.
● ITEMS: Spell Tag

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Insomnia
- Frisk

EGG GROUP
Amorphous

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★★★
SKILL ★★★★
STAMINA ★★★
JUMP ★★★

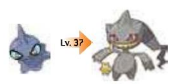
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Marshland Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Marshland Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Route 225 (night only)
Pokémon Pearl	Route 225 (night only)
Pokémon Platinum	Route 225 (night only)

Pokémon HeartGold
This Pokémon developed from an abandoned doll that amassed a grudge. It is seen in dark alleys.

Pokémon SoulSilver
This Pokémon developed from an abandoned doll that amassed a grudge. It is seen in dark alleys.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Knock Off	Dark	Physical	20	100	20	Normal	◯
1	Screech	Normal	Status	—	85	40	Normal	—
1	Night Shade	Ghost	Special	—	100	15	Normal	—
1	Curse	???	Status	—	—	10	Normal/Self	—
5	Night Shade	Ghost	Special	—	100	15	Normal	—
8	Screech	Normal	Status	—	85	40	Normal	—
13	Curse	???	Status	—	—	10	Normal/Self	—
16	Spite	Ghost	Status	—	100	10	Normal	—
20	Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
23	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
28	Faint Attack	Dark	Physical	60	—	20	Normal	◯
31	Shadow Ball	Ghost	Special	80	100	15	Normal	—
35	Sucker Punch	Dark	Physical	80	100	5	Normal	◯
42	Embargo	Dark	Status	—	100	15	Normal	—
51	Snatch	Dark	Status	—	—	10	Depends	—
58	Grudge	Ghost	Status	—	—	5	Self	—
66	Trick	Psychic	Status	—	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Spite	Ghost	Status	—	100	10	Normal	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

To Contents

No. 355 | Requiem Pokémon
Duskull

Ghost



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 33.1 lbs.
● ITEMS: Kasib Berry

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Levitate

EGG GROUP
Amorphous

STATS
HP ●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●
SP. DEFENSE ●●●●
SPEED ●

PERFORMANCE
SPEED ★★★★
POWER ★★☆
SKILL ★☆☆
STAMINA ★★☆
JUMP ★★★★

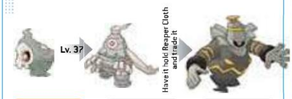
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Swamp Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Swamp Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Route 224 (occasionally appears when you use Poké Radar)
Pokémon Pearl	Route 224 (occasionally appears when you use Poké Radar)
Pokémon Platinum	Route 209 (night only)

Pokémon HeartGold
If it finds bad children who won't listen to their parents, it will spirit them away—or so it's said.

Pokémon SoulSilver
If it finds bad children who won't listen to their parents, it will spirit them away—or so it's said.

EVOLUTION



p. 439

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Night Shade	Ghost	Special	—	100	15	Normal	—
6	Disable	Normal	Status	—	80	20	Normal	—
9	Foresight	Normal	Status	—	—	40	Normal	—
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status	—	—	10	Normal/Self	—
33	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
38	Mean Look	Normal	Status	—	—	5	Normal	—
41	Payback	Dark	Physical	50	100	10	Normal	○
46	Future Sight	Psychic	Special	80	90	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status		100	10	Normal	
Gravity	Psychic	Status	—	—	5	All	—
Pain Split	Normal	Status			20	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Imprison	Psychic	Status	—	—	10	Self	—
Destiny Bond	Ghost	Status			5	Self	
Pain Split	Normal	Status	—	—	20	Normal	—
Grudge	Ghost	Status			5	Self	
Memento	Dark	Status	—	100	10	Normal	—
Faint Attack	Dark	Physical	60		20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—

No. 356 | Beckon Pokémon
Dusclops

Ghost



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'03"
● WEIGHT: 67.5 lbs.
● ITEMS: Kasib Berry

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
Amorphous

STATS
HP ●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●
SPEED ●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★★
STAMINA ★★★★☆
JUMP ★★

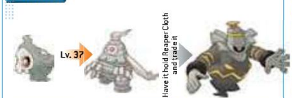
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Mountain Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Mountain Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Route 224 (use Poké Radar)
Pokémon Pearl	Route 224 (use Poké Radar)
Pokémon Platinum	Sendoff Spring

Pokémon HeartGold
Anyone who dares peer into its body to see its spectral ball of fire will have their spirit stolen away.

Pokémon SoulSilver
Anyone who dares peer into its body to see its spectral ball of fire will have their spirit stolen away.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Ice Punch	Ice	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Gravity	Psychic	Status	—	—	5	All	—
1	Bind	Normal	Physical	15	75	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Night Shade	Ghost	Special	—	100	15	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
6	Disable	Normal	Status	—	80	20	Normal	—
9	Foresight	Normal	Status	—	—	40	Normal	—
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status	—	—	10	Normal/Self	—
33	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
37	Shadow Punch	Ghost	Physical	60	—	20	Normal	○
43	Mean Look	Normal	Status	—	—	5	Normal	—
51	Payback	Dark	Physical	50	100	10	Normal	○
61	Future Sight	Psychic	Special	80	90	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

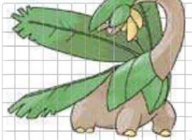
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 357 Fruit Pokémon
Tropius

Grass / Flying



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 6'07"
● WEIGHT: 220.5 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Chlorophyll
- Solar Power

EGG GROUPS
- Monster
- Grass

STATS
HP ●●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆☆ SKILL ★★ STAMINA ★★★☆ JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Big Forest Pokéwalker Route
Pokémon SoulSilver	Big Forest Pokéwalker Route
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	Pastoria Great Marsh (morning and afternoon only)

Pokémon HeartGold: The bunch of fruit around its neck ripens twice a year and is delicious. It's a highly favored tropical snack.

Pokémon SoulSilver: The bunch of fruit around its neck ripens twice a year and is delicious. It's a highly favored tropical snack.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Gust	Flying	Special	40	100	35	Normal	—
7	Growth	Normal	Status	—	—	40	Self	—
11	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
17	Stomp	Normal	Physical	65	100	20	Normal	◯
21	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
27	Whirlwind	Normal	Status	—	100	20	Normal	—
31	Magical Leaf	Grass	Special	60	—	20	Normal	—
37	Body Slam	Normal	Physical	85	100	15	Normal	◯
41	Synthesis	Grass	Status	—	—	5	Self	—
47	Air Slash	Flying	Special	75	95	20	Normal	—
51	SolarBeam	Grass	Special	120	100	10	Normal	—
57	Natural Gift	Normal	Physical	—	100	15	Normal	—
61	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	
Synthesis	Grass	Status	—	—	5	Self	—
Tailwind	Flying	Status			30	2 Allies	
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Twister	Dragon	Special	40	100	20	2 Foes	

● TM & HM MOVES

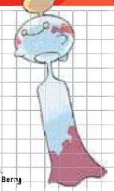
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Slam	Normal	Physical	80	75	20	Normal	◯
Razor Wind	Normal	Special	80	100	10	2 Foes	—
Leech Seed	Grass	Status		90	10	Normal	
Nature Power	Normal	Status	—	—	20	Depends	—
Leaf Storm	Grass	Special	140	90	5	Normal	
Synthesis	Grass	Status	—	—	5	Self	—
Curse	???	Status			10	Normal/Self	
Leaf Blade	Grass	Physical	90	100	15	Normal	◯
Dragon Dance	Dragon	Status			20	Self	

No. 358 Wind Chime Pokémon
Chimecho

Psychic



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 2.2 lbs.
● ITEMS: Colbur Berry

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
- Levitate

EGG GROUP
- Amorphous

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆☆ POWER ★★ SKILL ★☆ STAMINA ★★ JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Swamp Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Swamp Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Sendoff Spring
Pokémon Pearl	Sendoff Spring
Pokémon Platinum	Mt. Coronet 5F

Pokémon HeartGold: It uses the sucker on its head to hang from a tree or from eaves. It can produce seven different tones.

Pokémon SoulSilver: It uses the sucker on its head to hang from a tree or from eaves. It can produce seven different tones.

EVOLUTION



Chingling → Chimecho

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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	◯
6	Growl	Normal	Status	—	100	40	2 Foes	—
9	Astonish	Ghost	Physical	30	100	15	Normal	◯
14	Confusion	Psychic	Special	50	100	25	Normal	—
17	Uproar	Normal	Special	50	100	10	1 Random	—
22	Take Down	Normal	Physical	90	85	20	Normal	◯
25	Yawn	Normal	Status	—	—	10	Normal	—
30	Psywave	Psychic	Special	—	80	15	Normal	—
33	Double-Edge	Normal	Physical	120	100	15	Normal	◯
38	Heal Bell	Normal	Status	—	—	5	All Allies	—
41	Safeguard	Normal	Status	—	—	25	2 Allies	—
46	Extrasensory	Psychic	Special	80	100	30	Normal	—
49	Healing Wish	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Dream Eater	Psychic	Special	100	100	15	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Future Sight	Psychic	Special	80	90	15	Normal	—

To Contents

No. 359 | Disaster Pokémon
Absol

Dark



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 103.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Pressure
- Super Luck

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆ POWER ★★★☆ SKILL ★★★ STAMINA ★★★☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Union Cave (Hoenn Sound)
Pokémon SoulSilver	Union Cave (Hoenn Sound)
Pokémon Diamond	Route 213 (mass outbreak)
Pokémon Pearl	Route 213 (mass outbreak)
Pokémon Platinum	Mt. Coronet Peak 1

Pokémon HeartGold
It has the ability to foretell natural disasters. Its life span is over a hundred years.

Pokémon SoulSilver
It has the ability to foretell natural disasters. Its life span is over a hundred years.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Feint	Normal	Physical	50	100	10	Normal	—
4	Leer	Normal	Status	—	100	30	2 Foes	—
9	Taunt	Dark	Status	—	100	20	Normal	—
12	Quick Attack	Normal	Physical	40	100	30	Normal	○
17	Razor Wind	Normal	Special	80	100	10	2 Foes	—
20	Pursuit	Dark	Physical	40	100	20	Normal	○
25	Swords Dance	Normal	Status	—	—	30	Self	—
28	Bite	Dark	Physical	60	100	25	Normal	○
33	Double Team	Normal	Status	—	—	15	Self	—
36	Slash	Normal	Physical	70	100	20	Normal	○
41	Future Sight	Psychic	Special	80	90	15	Normal	—
44	Sucker Punch	Dark	Physical	80	100	5	Normal	○
49	Detect	Fighting	Status	—	—	5	Self	—
52	Night Slash	Dark	Physical	70	100	15	Normal	○
57	Me First	Normal	Status	—	—	20	Depends	—
60	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
65	Perish Song	Normal	Status	—	—	5	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status			10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Baton Pass	Normal	Status	—	—	40	Self	—
Faint Attack	Dark	Physical	60		20	Normal	○
Double-Edge	Normal	Physical	120	100	15	Normal	○
Magic Coat	Psychic	Status			15	Self	
Curse	???	Status	—	—	10	Normal/Self	—
Substitute	Normal	Status			10	Self	
Mean Look	Normal	Status	—	—	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Punishment	Dark	Physical	—	100	5	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Assurance	Dark	Physical	50	100	10	Normal	○
Me First	Normal	Status			20	Depends	
Megahorn	Bug	Physical	120	85	10	Normal	○

No. 360 | Bright Pokémon
Wynaut

Psychic



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 30.9 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Shadow Tag

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●

PERFORMANCE
SPEED ★★★☆☆ POWER ★☆☆ SKILL ★☆☆☆ STAMINA ★★★☆☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Have Wobbuffet ♂ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it
Pokémon SoulSilver	Have Wobbuffet ♂ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it
Pokémon Diamond	Have Wobbuffet ♂ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it
Pokémon Pearl	Have Wobbuffet ♂ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it
Pokémon Platinum	Have Wobbuffet ♂ hold the Lax Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

Pokémon HeartGold
It tends to move in a pack. Individuals squash against one another to toughen their spirits.

Pokémon SoulSilver
It tends to move in a pack. Individuals squash against one another to toughen their spirits.

EVOLUTION



Wynaut → Lv. 15 → Wobbuffet

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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Charm	Normal	Status	—	100	20	Normal	—
1	Encore	Normal	Status	—	100	5	Normal	—
15	Counter	Fighting	Physical	—	100	20	Self	○
15	Mirror Coat	Psychic	Special	—	100	20	Self	—
15	Safeguard	Normal	Status	—	—	25	2 Allies	—
15	Destiny Bond	Ghost	Status	—	—	5	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

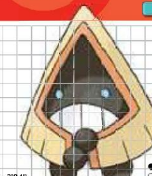
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 361 | Snow Hat Pokémon
Snorunt

Ice



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'04"
- WEIGHT: 37.0 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Inner Focus
- Ice Body

EGG GROUPS
- Fairy
- Mineral

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★★★★☆
- POWER ★★☆
- SKILL ★★★☆
- STAMINA ★★☆
- JUMP ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Icy Mountain Rd. Pokéwalker Route
Pokémon SoulSilver	Icy Mountain Rd. Pokéwalker Route
Pokémon Diamond	Route 216 (use Poké Radar)
Pokémon Pearl	Route 216 (use Poké Radar)
Pokémon Platinum	Route 216 (night only)

Pokémon HeartGold
It's said that if they are seen at midnight, they'll cause heavy snow. They eat snow and ice to survive.

Pokémon SoulSilver
It's said that if they are seen at midnight, they'll cause heavy snow. They eat snow and ice to survive.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
4	Double Team	Normal	Status	—	—	15	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	◯
13	Icy Wind	Ice	Special	55	95	15	2 Foes	—
19	Headbutt	Normal	Physical	70	100	15	Normal	◯
22	Protect	Normal	Status	—	—	10	Self	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	◯
31	Crunch	Dark	Physical	80	100	15	Normal	◯
37	Ice Shard	Ice	Physical	40	100	30	Normal	—
40	Hail	Ice	Status	—	—	10	All	—
46	Blizzard	Ice	Special	120	70	5	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Block	Normal	Status			5	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Block	Normal	Status	—	—	5	Normal	—
Spikes	Ground	Status			20	2 Foes	
Rollout	Rock	Physical	30	90	20	Normal	◯
Disable	Normal	Status		80	20	Normal	
Bide	Normal	Physical	—	—	10	Self	◯
Weather Ball	Normal	Special	50	100	10	Normal	

No. 362 | Face Pokémon
Glalie

Ice



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 4'11"
- WEIGHT: 565.5 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Inner Focus
- Ice Body

EGG GROUPS
- Fairy
- Mineral

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★★☆
- POWER ★★★★☆
- SKILL ★★
- STAMINA ★★★★☆
- JUMP ★★

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Level up Snorunt to Lv. 42
Pokémon SoulSilver	Level up Snorunt to Lv. 42
Pokémon Diamond	Level up Snorunt to Lv. 42
Pokémon Pearl	Level up Snorunt to Lv. 42
Pokémon Platinum	Level up Snorunt to Lv. 42

Pokémon HeartGold
It can instantly freeze moisture in the atmosphere. It uses this power to freeze its foes.

Pokémon SoulSilver
It can instantly freeze moisture in the atmosphere. It uses this power to freeze its foes.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Bite	Dark	Physical	60	100	25	Normal	◯
4	Double Team	Normal	Status	—	—	15	Self	—
10	Bite	Dark	Physical	60	100	25	Normal	◯
13	Icy Wind	Ice	Special	55	95	15	2 Foes	—
19	Headbutt	Normal	Physical	70	100	15	Normal	◯
22	Protect	Normal	Status	—	—	10	Self	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	◯
31	Crunch	Dark	Physical	80	100	15	Normal	◯
37	Ice Beam	Ice	Special	95	100	10	Normal	—
40	Hail	Ice	Status	—	—	10	All	—
51	Blizzard	Ice	Special	120	70	5	2 Foes	—
59	Sheer Cold	Ice	Special	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 363 | Clap Pokémon
Spheal

Ice | Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 2'07"
● WEIGHT: 87.1 lbs.
● ITEMS: None





● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Thick Fat
- Ice Body

EGG GROUPS
- Water 1
- Field

STATS
- HP ●●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★☆ STAMINA ★★★☆ JUMP ★★

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Peak Area: if Water objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Peak Area: if Water objects are placed, may appear in tall grass)
Pokémon Diamond	—
Pokémon Pearl	Route 226 (water surface)
Pokémon Platinum	Find its Egg at the Pokémon Day Care and hatch it

Pokémon HeartGold
It crosses the oceans by rolling itself on drifting ice. Fluffy fur keeps it warm when the temperature is below freezing.

Pokémon SoulSilver
It crosses the oceans by rolling itself on drifting ice. Fluffy fur keeps it warm when the temperature is below freezing.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Ice Ball	Ice	Physical	30	90	20	Normal	○
19	Body Slam	Normal	Physical	85	100	15	Normal	○
25	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Hail	Ice	Status	—	—	10	All	—
37	Rest	Psychic	Status	—	—	10	Self	—
37	Snore	Normal	Special	40	100	15	Normal	—
43	Blizzard	Ice	Special	120	70	5	2 Foes	—
49	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Super Fang	Normal	Physical		90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Water Sport	Water	Status	—	—	15	All	—
Stockpile	Normal	Status			20	Self	
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special		100	10	Normal	
Yawn	Normal	Status	—	—	10	Normal	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	
Curse	???	Status	—	—	10	Normal/Self	—
Fissure	Ground	Physical		30	5	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—
Aqua Ring	Water	Status			20	Self	

No. 364 | Ball Roll Pokémon
Sealeo

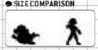
Ice | Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 3'07"
● WEIGHT: 193.1 lbs.
● ITEMS: None





● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Thick Fat
- Ice Body

EGG GROUPS
- Water 1
- Field

STATS
- HP ●●●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●●

PERFORMANCE
SPEED ★★☆☆ POWER ★★★★ SKILL ★★ STAMINA ★★★★ JUMP ★★

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Mountain Area: if Water and Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Mountain Area: if Water and Rock objects are placed, may appear in tall grass)
Pokémon Diamond	—
Pokémon Pearl	Route 226 (water surface)
Pokémon Platinum	Route 230 (water surface)

Pokémon HeartGold
It has a very sensitive nose. It touches new things with its nose to examine them.

Pokémon SoulSilver
It has a very sensitive nose. It touches new things with its nose to examine them.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Encore	Normal	Status	—	100	5	Normal	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Ice Ball	Ice	Physical	30	90	20	Normal	○
19	Body Slam	Normal	Physical	85	100	15	Normal	○
25	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Hail	Ice	Status	—	—	10	All	—
32	Swagger	Normal	Status	—	90	15	Normal	—
39	Rest	Psychic	Status	—	—	10	Self	—
39	Snore	Normal	Special	40	100	15	Normal	—
47	Blizzard	Ice	Special	120	70	5	2 Foes	—
55	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

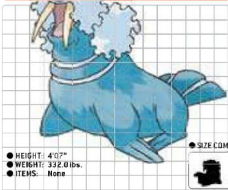
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○





No. 365 | Ice Break Pokémon
Walrein

Ice | Water



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 332.0 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM ● POKÉWALKER

ABILITIES
- Thick Fat
- Ice Body

EGG GROUPS
- Water 1
- Field

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★☆ POWER ★★★★★ SKILL ★ STAMINA ★★★★★ JUMP ★★

● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Sealeo to Lv. 44
Pokémon SoulSilver	Level up Sealeo to Lv. 44
Pokémon Diamond	—
Pokémon Pearl	Level up Sealeo to Lv. 44
Pokémon Platinum	Level up Sealeo to Lv. 44

To Contents

Pokémon HeartGold
It shatters drift ice with its strong tusks. Its thick layer of blubber repels enemy attacks.

Pokémon SoulSilver
It shatters drift ice with its strong tusks. Its thick layer of blubber repels enemy attacks.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Crunch	Dark	Physical	80	100	15	Normal	◯
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Encore	Normal	Status	—	100	5	Normal	—
7	Encore	Normal	Status	—	100	5	Normal	—
13	Ice Ball	Ice	Physical	30	90	20	Normal	◯
19	Body Slam	Normal	Physical	85	100	15	Normal	◯
25	Aurora Beam	Ice	Special	65	100	20	Normal	—
31	Hail	Ice	Status	—	—	10	All	—
32	Swagger	Normal	Status	—	90	15	Normal	—
39	Rest	Psychic	Status	—	—	10	Self	—
39	Snore	Normal	Special	40	100	15	Normal	—
44	Ice Fang	Ice	Physical	65	95	15	Normal	◯
52	Blizzard	Ice	Special	120	70	5	2 Foes	—
65	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	
Super Fang	Normal	Physical	—	90	10	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 366 | Bivalve Pokémon
Clamperl

Water



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 115.7 lbs.
● ITEMS: Big Pearl

● MALE/FEMALE HAVE SAME FORM ● POKÉWALKER

ABILITY
- Shell Armor

EGG GROUP
- Water 1

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★ POWER ★★★ SKILL ★★☆ STAMINA ★★★★☆ JUMP ★★☆

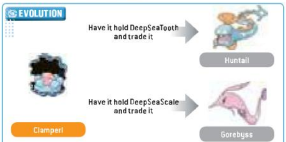
● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Route 19 (mass outbreak, water surface)
Pokémon SoulSilver	Route 19 (mass outbreak, water surface)
Pokémon Diamond	Route 219 (Super Rod)
Pokémon Pearl	Route 219 (Super Rod)
Pokémon Platinum	—

Pokémon HeartGold
When it evolves, it makes a mysterious pearl that amplifies psychic powers when it's held.

Pokémon SoulSilver
When it evolves, it makes a mysterious pearl that amplifies psychic powers when it's held.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Clamp	Water	Physical	35	75	10	Normal	◯
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Whirlpool	Water	Special	15	70	15	Normal	—
1	Iron Defense	Steel	Status	—	—	15	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

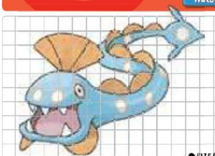
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Refresh	Normal	Status	—	—	20	Self	—
Mud Sport	Ground	Status	—	—	15	All	—
Body Slam	Normal	Physical	85	100	15	Normal	◯
Supersonic	Normal	Status	—	55	20	Normal	—
Barrier	Psychic	Status	—	—	30	Self	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Aqua Ring	Water	Status	—	—	20	Self	—
Muddy Water	Water	Special	95	85	10	2 Foes	—

To Contents

No. 367 | Deep Sea Pokémon
Huntail

Water



● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 5'07"
● WEIGHT: 59.5 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Swift Swim

EGG GROUP
Water 1

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★★★ POWER ★★★★★ SKILL ★☆ STAMINA ★★★ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Clamperl while it holds the DeepSeaTooth
Pokémon SoulSilver	Link trade Clamperl while it holds the DeepSeaTooth
Pokémon Diamond	Link trade Clamperl while it holds the DeepSeaTooth
Pokémon Pearl	Link trade Clamperl while it holds the DeepSeaTooth
Pokémon Platinum	—

Pokémon HeartGold
It lives deep in the pitch-dark sea. It attracts prey by moving its tail in mimicry of a small animal.

Pokémon SoulSilver
It lives deep in the pitch-dark sea. It attracts prey by moving its tail in mimicry of a small animal.

EVOLUTION



Clamperl

Have it hold DeepSeaTooth and trade it



Huntail

Have it hold DeepSeaScale and trade it



Gorebyss

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlpool	Water	Special	15	70	15	Normal	—
6	Bite	Dark	Physical	60	100	25	Normal	◯
10	Screech	Normal	Status	—	85	40	Normal	—
15	Water Pulse	Water	Special	60	100	20	Normal	—
19	Scary Face	Normal	Status	—	90	10	Normal	—
24	Ice Fang	Ice	Physical	65	95	15	Normal	◯
28	Brine	Water	Special	65	100	10	Normal	—
33	Baton Pass	Normal	Status	—	—	40	Self	—
37	Dive	Water	Physical	80	100	10	Normal	◯
42	Crunch	Dark	Physical	80	100	15	Normal	◯
46	Aqua Tail	Water	Physical	90	90	10	Normal	◯
51	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

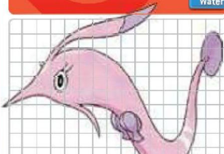
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Bounce	Flying	Physical	85	85	5	Normal	◯
Super Fang	Normal	Physical	—	90	10	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 368 | South Sea Pokémon
Gorebyss

Water

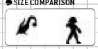


● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 5'11"
● WEIGHT: 49.8 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Swift Swim

EGG GROUP
Water 1

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★★★★ POWER ★★☆ SKILL ★★★★ STAMINA ★★★ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Clamperl while it holds the DeepSeaScale
Pokémon SoulSilver	Link trade Clamperl while it holds the DeepSeaScale
Pokémon Diamond	Link trade Clamperl while it holds the DeepSeaScale
Pokémon Pearl	Link trade Clamperl while it holds the DeepSeaScale
Pokémon Platinum	—

Pokémon HeartGold
Its pink body becomes more vivid with the rise of water temperatures in the springtime.

Pokémon SoulSilver
Its pink body becomes more vivid with the rise of water temperatures in the springtime.

EVOLUTION



Clamperl

Have it hold DeepSeaTooth and trade it



Huntail

Have it hold DeepSeaScale and trade it



Gorebyss

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Whirlpool	Water	Special	15	70	15	Normal	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Agility	Psychic	Status	—	—	30	Self	—
15	Water Pulse	Water	Special	60	100	20	Normal	—
19	Amnesia	Psychic	Status	—	—	20	Self	—
24	Aqua Ring	Water	Status	—	—	20	Self	—
28	Captivate	Normal	Status	—	100	20	2 Foes	—
33	Baton Pass	Normal	Status	—	—	40	Self	—
37	Dive	Water	Physical	80	100	10	Normal	◯
42	Psychic	Psychic	Special	90	100	10	Normal	—
46	Aqua Tail	Water	Physical	90	90	10	Normal	◯
51	Hydro Pump	Water	Special	120	80	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯

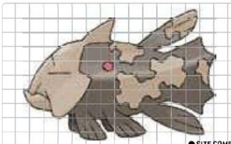
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

To Contents

No. 369 | Longevity Pokémon
Relicanth

Water | Rock

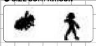


● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 51.6 lbs.
● ITEMS: DeepSeaScale



● MALE FORM
Larger jaw

● FEMALE FORM
Smaller jaw

● POKÉWALKER

ABILITIES
- Swift Swim
- Rock Head

EGG GROUPS
- Water 1
- Water 2

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 12 (mass outbreak, fishing)
Pokémon SoulSilver	Route 12 (mass outbreak, fishing)
Pokémon Diamond	Route 226 (Super Rod)
Pokémon Pearl	Route 226 (Super Rod)
Pokémon Platinum	Route 226 (Super Rod)

Pokémon HeartGold
Discovered by chance during deep-sea explorations, it has not changed since ancient times.

Pokémon SoulSilver
Discovered by chance during deep-sea explorations, it has not changed since ancient times.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Harden	Normal	Status	—	—	30	Self	—
8	Water Gun	Water	Special	40	100	25	Normal	—
15	Rock Tomb	Rock	Physical	50	80	10	Normal	—
22	Yawn	Normal	Status	—	—	10	Normal	—
29	Take Down	Normal	Physical	90	85	20	Normal	○
36	Mud Sport	Ground	Status	—	—	15	All	—
43	AncientPower	Rock	Special	60	100	5	Normal	—
50	Double-Edge	Normal	Physical	120	100	15	Normal	○
57	Dive	Water	Physical	80	100	10	Normal	○
64	Rest	Psychic	Status	—	—	10	Self	—
71	Hydro Pump	Water	Special	120	80	5	Normal	—
78	Head Smash	Rock	Physical	150	80	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	
Earth Power	Ground	Special	90	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

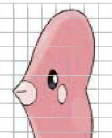
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Magnitude	Ground	Physical	—	100	30	2 Foes/1 Ally	—
Skull Bash	Normal	Physical	100	100	15	Normal	○
Water Sport	Water	Status	—	—	15	All	—
Amnesia	Psychic	Status			20	Self	
Sleep Talk	Normal	Status	—	—	10	Depends	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	
Aqua Tail	Water	Physical	90	90	10	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Muddy Water	Water	Special	95	85	10	2 Foes	

No. 370 | Rendezvous Pokémon
Luvdisc

Water

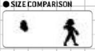


● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 2'00"
● WEIGHT: 19.2 lbs.
● ITEMS: Heart Scale



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
- Swift Swim

EGG GROUP
- Water 2

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★
SKILL ★
STAMINA ★★★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Route 27 (mass outbreak, water surface)
Pokémon SoulSilver	Route 27 (mass outbreak, water surface)
Pokémon Diamond	Pokémon League (Super Rod)
Pokémon Pearl	Pokémon League (Super Rod)
Pokémon Platinum	Pokémon League (Super Rod)

Pokémon HeartGold
Its heart-shaped body makes it popular. In some places, you would give a LUVDISC to someone you love.

Pokémon SoulSilver
Its heart-shaped body makes it popular. In some places, you would give a LUVDISC to someone you love.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Charm	Normal	Status	—	100	20	Normal	—
7	Water Gun	Water	Special	40	100	25	Normal	—
9	Agility	Psychic	Status	—	—	30	Self	—
14	Take Down	Normal	Physical	90	85	20	Normal	○
17	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
22	Attract	Normal	Status	—	100	15	Normal	—
27	Sweet Kiss	Normal	Status	—	75	10	Normal	—
31	Water Pulse	Water	Special	60	100	20	Normal	—
37	Aqua Ring	Water	Status	—	—	20	Self	—
40	Captivate	Normal	Status	—	100	20	2 Foes	—
46	Flail	Normal	Physical	—	100	15	Normal	○
51	Safeguard	Normal	Status	—	—	25	2 Allies	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Splash	Normal	Status	—	—	40	Self	—
Supersonic	Normal	Status	—	55	20	Normal	—
Water Sport	Water	Status	—	—	15	All	—
Mud Sport	Ground	Status	—	—	15	All	—
Captivate	Normal	Status	—	100	20	2 Foes	—
Aqua Ring	Water	Status	—	—	20	Self	—
Aqua Jet	Water	Physical	40	100	20	Normal	○

To Contents

No. 371 | Rock Head Pokémon
Bagon

Dragon



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 92.8 lbs.
- ITEMS: Dragon Fang

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITY
- Rock Head

EGG GROUP
Dragon

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Swamp Area: if Rock and Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Swamp Area: if Rock and Forest objects are placed, may appear in tall grass)
Pokémon Diamond	—
Pokémon Pearl	Route 210, Celestic Town side (use Poké Radar)
Pokémon Platinum	Route 210, Celestic Town side (use Poké Radar)

Pokémon HeartGold
Its well-developed neck muscles and ironlike head can smash boulders into pieces.

Pokémon SoulSilver
Its well-developed neck muscles and ironlike head can smash boulders into pieces.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rage	Normal	Physical	20	100	20	Normal	◯
5	Bite	Dark	Physical	60	100	25	Normal	◯
10	Leer	Normal	Status	—	100	30	2 Foes	—
16	Headbutt	Normal	Physical	70	100	15	Normal	◯
20	Focus Energy	Normal	Status	—	—	30	Self	—
25	Ember	Fire	Special	40	100	25	Normal	—
31	DragonBreath	Dragon	Special	60	100	20	Normal	—
35	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
40	Scary Face	Normal	Status	—	90	10	Normal	—
46	Crunch	Dark	Physical	80	100	15	Normal	◯
50	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
55	Double-Edge	Normal	Physical	120	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Twister	Dragon	Special	40	100	20	2 Foes	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Hydro Pump	Water	Special	120	80	5	Normal	—
Thrash	Normal	Physical	90	100	20	1 Random	◯
Dragon Rage	Dragon	Special	—	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	
Dragon Dance	Dragon	Status	—	—	20	Self	—
Fire Fang	Fire	Physical	65	95	15	Normal	◯
Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
Dragon Rush	Dragon	Physical	100	75	10	Normal	◯

No. 372 | Endurance Pokémon
Shelgon

Dragon



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 3'07"
- WEIGHT: 243.6 lbs.
- ITEMS: Dragon Fang

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITY
- Rock Head

EGG GROUP
Dragon

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★ POWER ★★★★☆ SKILL ★☆ STAMINA ★★★★☆ JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Safari Zone (Plains Area or Wetland Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Plains Area or Wetland Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	—
Pokémon Pearl	Level up Bagon to Lv. 30
Pokémon Platinum	Level up Bagon to Lv. 30

Pokémon HeartGold
It surrounds its body in an iron-hard shell to accumulate enough power to evolve.

Pokémon SoulSilver
It surrounds its body in an iron-hard shell to accumulate enough power to evolve.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rage	Normal	Physical	20	100	20	Normal	◯
1	Bite	Dark	Physical	60	100	25	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Headbutt	Normal	Physical	70	100	15	Normal	◯
5	Bite	Dark	Physical	60	100	25	Normal	◯
10	Leer	Normal	Status	—	100	30	2 Foes	—
16	Headbutt	Normal	Physical	70	100	15	Normal	◯
20	Focus Energy	Normal	Status	—	—	30	Self	—
25	Ember	Fire	Special	40	100	25	Normal	—
30	Protect	Normal	Status	—	—	10	Self	—
32	DragonBreath	Dragon	Special	60	100	20	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
43	Scary Face	Normal	Status	—	90	10	Normal	—
50	Crunch	Dark	Physical	80	100	15	Normal	◯
55	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
61	Double-Edge	Normal	Physical	120	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Draco Meteor	Dragon	Special	140	90	5	Normal	

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Twister	Dragon	Special	40	100	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

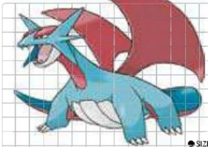
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 373 | Dragon Pokémon
Salamence

Dragon | Flying



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'11"
● WEIGHT: 226.2 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Intimidate

EGG GROUP
Dragon

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★
POWER ★★★★★
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Shelgon to Lv. 50
Pokémon SoulSilver	Level up Shelgon to Lv. 50
Pokémon Diamond	—
Pokémon Pearl	Level up Shelgon to Lv. 50
Pokémon Platinum	Level up Shelgon to Lv. 50

Pokémon HeartGold
It's uncontrollable if enraged. It flies around spouting flames and scorching fields and mountains.

Pokémon SoulSilver
It's uncontrollable if enraged. It flies around spouting flames and scorching fields and mountains.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Rage	Normal	Physical	20	100	20	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Headbutt	Normal	Physical	70	100	15	Normal	○
5	Bite	Dark	Physical	60	100	25	Normal	○
10	Leer	Normal	Status	—	100	30	2 Foes	—
16	Headbutt	Normal	Physical	70	100	15	Normal	○
20	Focus Energy	Normal	Status	—	—	30	Self	—
25	Ember	Fire	Special	40	100	25	Normal	—
30	Protect	Normal	Status	—	—	10	Self	—
32	DragonBreath	Dragon	Special	60	100	20	Normal	—
37	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
43	Scary Face	Normal	Status	—	90	10	Normal	—
50	Fly	Flying	Physical	90	95	15	Normal	○
53	Crunch	Dark	Physical	80	100	15	Normal	○
61	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
70	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

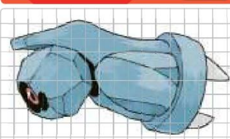
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 374 | Iron Ball Pokémon
Beldum

Steel | Psychic



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 209.9 lbs.
● ITEMS: Metal Coat



● GENDER UNKNOWN
● POKÉWALKER

ABILITY
● Clear Body

EGG GROUP
Mineral

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★
STAMINA ★★★
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Trade Forretress to Steven at Silph Co. in Saffron City
Pokémon SoulSilver	Trade Forretress to Steven at Silph Co. in Saffron City
Pokémon Diamond	Route 228 (mass outbreak)
Pokémon Pearl	Route 228 (mass outbreak)
Pokémon Platinum	Route 228 (mass outbreak)

Pokémon HeartGold
The magnetic force generated by its body repels the ground's natural magnetism, letting it float.

Pokémon SoulSilver
The magnetic force generated by its body repels the ground's natural magnetism, letting it float.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Take Down	Normal	Physical	90	85	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 375 | Iron Claw Pokémon
Metang

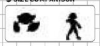
Steel | Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 3'11"
● WEIGHT: 446.4 lbs.
● ITEMS: Metal Coat



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Clear Body

EGG GROUP
Mineral

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★
SKILL ★★★
STAMINA ★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Level up Beldum to Lv. 20
Pokémon Pearl	Level up Beldum to Lv. 20
Pokémon Platinum	Level up Beldum to Lv. 20

Pokémon HeartGold
When two BELDUM fuse together, a magnetic nervous system places their brains in union.

Pokémon SoulSilver
When two BELDUM fuse together, a magnetic nervous system places their brains in union.

EVOLUTION



Beldum → Lv. 20 → Metang → Lv. 45 → Metagross

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magnet Rise	Electric	Status	—	—	10	Self	—
1	Take Down	Normal	Physical	90	85	20	Normal	○
1	Metal Claw	Steel	Physical	50	95	35	Normal	○
1	Confusion	Psychic	Special	50	100	25	Normal	—
20	Metal Claw	Steel	Physical	50	95	35	Normal	○
20	Confusion	Psychic	Special	50	100	25	Normal	—
24	Scary Face	Normal	Status	—	90	10	Normal	—
28	Pursuit	Dark	Physical	40	100	20	Normal	○
32	Bullet Punch	Steel	Physical	40	100	30	Normal	○
36	Psychic	Psychic	Special	90	100	10	Normal	—
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Agility	Psychic	Status	—	—	30	Self	—
48	Meteor Mash	Steel	Physical	100	85	10	Normal	○
52	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
56	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status		100	10	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status			10	Self	
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status			5	All	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 376 | Iron Leg Pokémon
Metagross

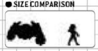
Steel | Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 5'03"
● WEIGHT: 1,212.5 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Clear Body

EGG GROUP
Mineral

STATS
HP ●●●
ATTACK ●●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★★★
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Metang to Lv. 45
Pokémon SoulSilver	Level up Metang to Lv. 45
Pokémon Diamond	Level up Metang to Lv. 45
Pokémon Pearl	Level up Metang to Lv. 45
Pokémon Platinum	Level up Metang to Lv. 45

Pokémon HeartGold
It folds its four legs when flying. Its four brains are said to be superior to a supercomputer.

Pokémon SoulSilver
It folds its four legs when flying. Its four brains are said to be superior to a supercomputer.

EVOLUTION



Beldum → Lv. 20 → Metang → Lv. 45 → Metagross

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magnet Rise	Electric	Status	—	—	10	Self	—
1	Take Down	Normal	Physical	90	85	20	Normal	○
1	Metal Claw	Steel	Physical	50	95	35	Normal	○
1	Confusion	Psychic	Special	50	100	25	Normal	—
20	Metal Claw	Steel	Physical	50	95	35	Normal	○
20	Confusion	Psychic	Special	50	100	25	Normal	—
24	Scary Face	Normal	Status	—	90	10	Normal	—
28	Pursuit	Dark	Physical	40	100	20	Normal	○
32	Bullet Punch	Steel	Physical	40	100	30	Normal	○
36	Psychic	Psychic	Special	90	100	10	Normal	—
40	Iron Defense	Steel	Status	—	—	15	Self	—
44	Agility	Psychic	Status	—	—	30	Self	—
45	Hammer Arm	Fighting	Physical	100	90	10	Normal	○
53	Meteor Mash	Steel	Physical	100	85	10	Normal	○
62	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
71	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

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No. 377 | Rock Peak Pokémon
Regirock

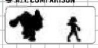
Rock



WALKING

FOOTPRINT

SIZE COMPARISON



- HEIGHT: 5'07"
- WEIGHT: 507.1 lbs.
- ITEMS: None



GENDER UNKNOWN



POKÉWALKER

ABILITY
- Clear Body

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★ | POWER ★★★★★ | SKILL ★★★★☆ | STAMINA ★★★★★ | JUMP ★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold —
- Pokémon SoulSilver —
- Pokémon Diamond —
- Pokémon Pearl —
- Pokémon Platinum: Put the special Lv. 100 Regigigas in your party and go to the cave on Route 228*

Pokémon HeartGold: The same rocks that form its body have been found in ground layers around the world.

Pokémon SoulSilver: The same rocks that form its body have been found in ground layers around the world.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
1	Stomp	Normal	Physical	65	100	20	Normal	◯
9	Rock Throw	Rock	Physical	50	90	15	Normal	—
17	Curse	???	Status	—	—	10	Normal/Self	—
25	Superpower	Fighting	Physical	120	100	5	Normal	◯
33	AncientPower	Rock	Special	60	100	5	Normal	—
41	Iron Defense	Steel	Status	—	—	15	Self	—
49	Charge Beam	Electric	Special	50	90	10	Normal	—
57	Lock-On	Normal	Status	—	—	5	Normal	—
65	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Stone Edge	Rock	Physical	100	80	5	Normal	—
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
89	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status			5	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

*The special Lv. 100 Regigigas is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

No. 378 | Iceberg Pokémon
Regice

Ice



WALKING

FOOTPRINT

SIZE COMPARISON



- HEIGHT: 5'11"
- WEIGHT: 385.8 lbs.
- ITEMS: None



GENDER UNKNOWN



POKÉWALKER

ABILITIES
- Clear Body

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★ | POWER ★★★☆ | SKILL ★★★★★ | STAMINA ★★★★★ | JUMP ★★★

MAIN WAYS TO OBTAIN

- Pokémon HeartGold —
- Pokémon SoulSilver —
- Pokémon Diamond —
- Pokémon Pearl —
- Pokémon Platinum: Put the special Lv. 100 Regigigas in your party and go to Mt. Coronet 1F*

Pokémon HeartGold: It is said to have slept in a glacier for thousands of years. Its body can't be melted, even by magma.

Pokémon SoulSilver: It is said to have slept in a glacier for thousands of years. Its body can't be melted, even by magma.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
1	Stomp	Normal	Physical	65	100	20	Normal	◯
9	Icy Wind	Ice	Special	55	95	15	2 Foes	—
17	Curse	???	Status	—	—	10	Normal/Self	—
25	Superpower	Fighting	Physical	120	100	5	Normal	◯
33	AncientPower	Rock	Special	60	100	5	Normal	—
41	Amnesia	Psychic	Status	—	—	20	Self	—
49	Charge Beam	Electric	Special	50	90	10	Normal	—
57	Lock-On	Normal	Status	—	—	5	Normal	—
65	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Ice Beam	Ice	Special	95	100	10	Normal	—
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
89	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

*The special Lv. 100 Regigigas is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

To Contents

No. 379 | Iron Pokémon
Registeel

Steel



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 6'03"
● WEIGHT: 451.9 lbs.
● ITEMS: None

● GENDER UNKNOWN ● POKÉWALKER

ABILITY
● Clear Body

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●●
SPEED ●●

PERFORMANCE
SPEED ★★ | POWER ★★★★☆ | SKILL ★★★★★ | STAMINA ★★★★★ | JUMP ★★

● MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	Put the special Lv. 100 Regigigas in your party and go to Iron Island B3F*

Pokémon HeartGold: Its body is said to be harder than any kind of metal. A study has revealed that its body is hollow.

Pokémon SoulSilver: Its body is said to be harder than any kind of metal. A study has revealed that its body is hollow.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
1	Stomp	Normal	Physical	65	100	20	Normal	◯
9	Metal Claw	Steel	Physical	50	95	35	Normal	◯
17	Curse	???	Status	—	—	10	Normal/Self	—
25	Superpower	Fighting	Physical	120	100	5	Normal	◯
33	AncientPower	Rock	Special	60	100	5	Normal	—
41	Iron Defense	Steel	Status	—	—	15	Self	—
41	Amnesia	Psychic	Status	—	—	20	Self	—
49	Charge Beam	Electric	Special	50	90	10	Normal	—
57	Lock-On	Normal	Status	—	—	5	Normal	—
65	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Iron Head	Steel	Physical	80	100	15	Normal	◯
73	Flash Cannon	Steel	Special	80	100	10	Normal	—
81	Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
89	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status			10	Self	
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status			5	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Iron Defense	Steel	Status			15	Self	

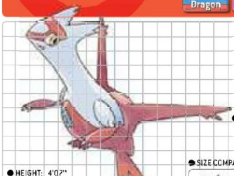
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

*The special Lv. 100 Regigigas is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

No. 380 | Eon Pokémon
Latias

Dragon | Psychic



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 88.2 lbs.
● ITEMS: None

● FEMALE FORM ● POKÉWALKER

ABILITY
● Levitate

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★★ | POWER ★★★☆ | SKILL ★★★★☆ | STAMINA ★★☆ | JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	Starts roaming the Kanto region after you talk to Steven at the Pokémon Fan Club in Vermilion City
Pokémon SoulSilver	—
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold: It communicates using telepathy. Its body is covered in down that refracts light to make it invisible.

Pokémon SoulSilver: It communicates using telepathy. Its body is covered in down that refracts light to make it invisible.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Psywave	Psychic	Special	—	80	15	Normal	—
5	Wish	Normal	Status	—	—	10	Self	—
10	Helping Hand	Normal	Status	—	—	20	1 Ally	—
15	Safeguard	Normal	Status	—	—	25	2 Allies	—
20	DragonBreath	Dragon	Special	60	100	20	Normal	—
25	Water Sport	Water	Status	—	—	15	All	—
30	Refresh	Normal	Status	—	—	20	Self	—
35	Mist Ball	Psychic	Special	70	100	5	Normal	—
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
45	Recover	Normal	Status	—	—	10	Self	—
50	Psycho Shift	Psychic	Status	—	90	10	Normal	—
55	Charm	Normal	Status	—	100	20	Normal	—
60	Healing Wish	Psychic	Status	—	—	10	Self	—
65	Psychic	Psychic	Special	90	100	10	Normal	—
70	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

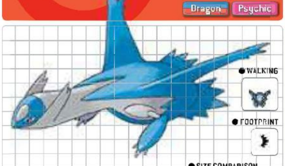
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

NATIONAL POKÉDEX

379 REGISTEEL

380 LATIAS

To Contents



No. 381 Eon Pokémon Latios

Dragon | Psychic

Pokémon HeartGold: It understands human speech and is highly intelligent. It is a tender Pokémon that dislikes fighting.

Pokémon SoulSilver: It understands human speech and is highly intelligent. It is a tender Pokémon that dislikes fighting.

WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 6'07"
- WEIGHT: 132.3 lbs.
- ITEMS: None

MALE FORM

POKÉWALKER

ABILITY
- Levitate

EGG GROUP
No Egg has ever been discovered

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★☆ POWER ★★★☆ SKILL ★★★★★ STAMINA ★★☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	—
Pokémon SoulSilver	Starts roaming the Kanto region after you talk to Steven at the Pokémon Fan Club in Vermilion City
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Psywave	Psychic	Special	—	80	15	Normal	—
5	Heal Block	Psychic	Status	—	100	15	2 Foes	—
10	Helping Hand	Normal	Status	—	—	20	1 Ally	—
15	Safeguard	Normal	Status	—	—	25	2 Allies	—
20	DragonBreath	Dragon	Special	60	100	20	Normal	—
25	Protect	Normal	Status	—	—	10	Self	—
30	Refresh	Normal	Status	—	—	20	Self	—
35	Luster Purge	Psychic	Special	70	100	5	Normal	—
40	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
45	Recover	Normal	Status	—	—	10	Self	—
50	Psycho Shift	Psychic	Status	—	90	10	Normal	—
55	Dragon Dance	Dragon	Status	—	—	20	Self	—
60	Memento	Dark	Status	—	100	10	Normal	—
65	Psychic	Psychic	Special	90	100	10	Normal	—
70	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○



No. 382 Sea Basin Pokémon Kyogre

Water

Pokémon HeartGold: A mythical Pokémon said to have swelled the seas with rain and tidal waves. It battled with GROUDON.

Pokémon SoulSilver: A mythical Pokémon said to have swelled the seas with rain and tidal waves. It battled with GROUDON.

WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 14'09"
- WEIGHT: 776.0 lbs.
- ITEMS: None

GENDER UNKNOWN

POKÉWALKER

ABILITY
- Drizzle

EGG GROUP
No Egg has ever been discovered

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★★☆ STAMINA ★★★★★ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	Encounter it at the Embedded Tower once you have the Blue Orb
Pokémon SoulSilver	—
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Water Pulse	Water	Special	60	100	20	Normal	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
15	Body Slam	Normal	Physical	85	100	15	Normal	○
20	Muddy Water	Water	Special	95	85	10	2 Foes	—
30	Aqua Ring	Water	Status	—	—	20	Self	—
35	Ice Beam	Ice	Special	95	100	10	Normal	—
45	AncientPower	Rock	Special	60	100	5	Normal	—
50	Water Spout	Water	Special	150	100	5	2 Foes	—
60	Calm Mind	Psychic	Status	—	—	20	Self	—
65	Aqua Tail	Water	Physical	90	90	10	Normal	○
75	Sheer Cold	Ice	Special	—	30	5	Normal	—
80	Double-Edge	Normal	Physical	120	100	15	Normal	○
90	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

To Contents

No. 383 | Continent Pokémon
Groudon

Ground



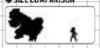
● WALKING



● FOOTPRINT



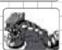
● SIZE COMPARISON



● HEIGHT: 11'06"
● WEIGHT: 2,094.4 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Drought

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●●
ATTACK ●●●●●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★☆
POWER ★★★★★
SKILL ★★★★★
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	Encounter it at the Embedded Tower once you have the Red Orb
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
Said to have expanded the lands by evaporating water with raging heat. It battled titanically with KYOGRE.

Pokémon SoulSilver
Said to have expanded the lands by evaporating water with raging heat. It battled titanically with KYOGRE.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud Shot	Ground	Special	55	95	15	Normal	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
15	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
20	Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
30	Rest	Psychic	Status	—	—	10	Self	—
35	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
45	AncientPower	Rock	Special	60	100	5	Normal	—
50	Eruption	Fire	Special	150	100	5	2 Foes	—
60	Bulk Up	Fighting	Status	—	—	20	Self	—
65	Earth Power	Ground	Special	90	100	10	Normal	—
75	Fissure	Ground	Physical	—	30	5	Normal	—
80	SolarBeam	Grass	Special	120	100	10	Normal	—
90	Fire Blast	Fire	Special	120	85	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 384 | Sky High Pokémon
Rayquaza

Dragon Flying



● WALKING



● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 23'00"
● WEIGHT: 455.2 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Air Lock

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●●
ATTACK ●●●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Encounter it at the Embedded Tower once you have the Jade Orb
Pokémon SoulSilver	Encounter it at the Embedded Tower once you have the Jade Orb
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
It flies in the ozone layer, way up high in the sky. Until recently, no one had ever seen it.

Pokémon SoulSilver
It flies in the ozone layer, way up high in the sky. Until recently, no one had ever seen it.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Twister	Dragon	Special	40	100	20	2 Foes	—
5	Scary Face	Normal	Status	—	90	10	Normal	—
15	Crunch	Dark	Physical	80	100	15	Normal	◯
20	Hyper Voice	Normal	Special	90	100	10	2 Foes	—
30	Rest	Psychic	Status	—	—	10	Self	—
35	Air Slash	Flying	Special	75	95	20	Normal	—
45	AncientPower	Rock	Special	60	100	5	Normal	—
50	Outrage	Dragon	Physical	120	100	15	1 Random	◯
60	Dragon Dance	Dragon	Status	—	—	20	Self	—
65	Fly	Flying	Physical	90	95	15	Normal	◯
75	ExtremeSpeed	Normal	Physical	80	100	5	Normal	◯
80	Hyper Beam	Normal	Special	150	90	5	Normal	—
90	Dragon Pulse	Dragon	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Draco Meteor	Dragon	Special	140	90	5	Normal	

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯





To Contents

No. 385 | Wish Pokémon
Jirachi

Steel | Psychic



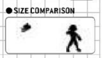
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 1'00"
● WEIGHT: 2.4 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Serene Grace

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆ POWER ★★★ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Pearl	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Platinum	Only obtainable through special distribution events—cannot be obtained through regular gameplay*

Pokémon HeartGold
Generations have believed that any wish written on a note on its head will come true when it awakens.

Pokémon SoulSilver
Generations have believed that any wish written on a note on its head will come true when it awakens.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wish	Normal	Status	—	—	10	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
5	Rest	Psychic	Status	—	—	10	Self	—
10	Swift	Normal	Special	60	—	20	2 Foes	—
15	Helping Hand	Normal	Status	—	—	20	1 Ally	—
20	Psychic	Psychic	Special	90	100	10	Normal	—
25	Refresh	Normal	Status	—	—	20	Self	—
30	Rest	Psychic	Status	—	—	10	Self	—
35	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
40	Double-Edge	Normal	Physical	120	100	15	Normal	○
45	Gravity	Psychic	Status	—	—	5	All	—
50	Healing Wish	Psychic	Status	—	—	10	Self	—
55	Future Sight	Psychic	Special	80	90	15	Normal	—
60	Cosmic Power	Psychic	Status	—	—	20	Self	—
65	Last Resort	Normal	Physical	130	100	5	Normal	○
70	Doom Desire	Steel	Special	120	85	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status		100	10	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status			5	All	
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status			15	Self	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

*Jirachi is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

No. 386 | DNA Pokémon
Deoxys (Normal Forme)

Psychic



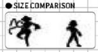
● WALKING



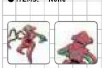
● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 5'07"
● WEIGHT: 134.0 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●
ATTACK ●●●●●●
DEFENSE ●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●
SPEED ●●●●●●

PERFORMANCE
SPEED ★★★★ POWER ★★★★ SKILL ★★★★ STAMINA ★★★★ JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Pearl	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Platinum	—

Pokémon HeartGold
DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver
DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special	—	100	15	Normal	—
17	Teleport	Psychic	Status	—	—	20	Self	○
25	Knock Off	Dark	Physical	20	100	20	Normal	○
33	Pursuit	Dark	Physical	40	100	20	Normal	—
41	Psychic	Psychic	Special	90	100	10	Normal	—
49	Snatch	Dark	Status	—	—	10	Depends	—
57	Psycho Shift	Psychic	Status	—	90	10	Normal	—
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Cosmic Power	Psychic	Status	—	—	20	Self	—
81	Recover	Normal	Status	—	—	10	Self	—
89	Psycho Boost	Psychic	Special	140	90	5	Normal	—
97	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Deoxys is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.





To Contents

No. 386 | DNA Pokémon
Deoxys (Attack Forme)

Psychic



● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 5'07"
● WEIGHT: 134.0 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●
ATTACK ●●●●●●
DEFENSE ●
SP. ATTACK ●●●●●●
SP. DEFENSE ●
SPEED ●●●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★★★
SKILL ★★★★☆
STAMINA ★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Pearl	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Platinum	—

Pokémon HeartGold
DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver
DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special	—	100	15	Normal	—
17	Teleport	Psychic	Status	—	—	20	Self	—
25	Taunt	Dark	Status	—	100	20	Normal	—
33	Pursuit	Dark	Physical	40	100	20	Normal	○
41	Psychic	Psychic	Special	90	100	10	Normal	—
49	Superpower	Fighting	Physical	120	100	5	Normal	○
57	Psycho Shift	Psychic	Status	—	90	10	Normal	—
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Cosmic Power	Psychic	Status	—	—	20	Self	—
81	Zap Cannon	Electric	Special	120	50	5	Normal	—
89	Psycho Boost	Psychic	Special	140	90	5	Normal	—
97	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status		100	10	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status			5	All	
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status			10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical		100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Deoxys is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

No. 386 | DNA Pokémon
Deoxys (Defense Forme)

Psychic



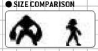
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 5'07"
● WEIGHT: 134.0 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★★★
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Pearl	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Platinum	—

Pokémon HeartGold
DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver
DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Wrap	Normal	Physical	15	85	20	Normal	○
9	Night Shade	Ghost	Special	—	100	15	Normal	—
17	Teleport	Psychic	Status	—	—	20	Self	—
25	Knock Off	Dark	Physical	20	100	20	Normal	○
33	Spikes	Ground	Status	—	—	20	2 Foes	—
41	Psychic	Psychic	Special	90	100	10	Normal	—
49	Snatch	Dark	Status	—	—	10	Depends	—
57	Psycho Shift	Psychic	Status	—	90	10	Normal	—
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
73	Iron Defense	Steel	Status	—	—	15	Self	—
73	Amnesia	Psychic	Status	—	—	20	Self	—
81	Recover	Normal	Status	—	—	10	Self	—
89	Psycho Boost	Psychic	Special	140	90	5	Normal	—
97	Counter	Fighting	Physical	—	100	20	Self	○
97	Mirror Coat	Psychic	Special	—	100	20	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	

*Deoxys is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

386 DEOXYS (ATTACK FORME)

386 DEOXYS (DEFENSE FORME)

To Contents

No. 386 | DNA Pokémon
Deoxys (Speed Forme)

Psychic



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'07"
- WEIGHT: 134.0 lbs.
- ITEMS: None
- GENDER UNKNOWN
- POKÉWALKER

Pokémon HeartGold: DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver: DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

EVOLUTION

Does not evolve

ABILITY
- Pressure

EGG GROUP

No Egg has ever been discovered

STATS

HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE

SPEED ★★★★★ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★★★

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Pearl	Only obtainable through special distribution events—cannot be obtained through regular gameplay*
Pokémon Platinum	—

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Wrap	Normal	Physical	15	85	20	Normal	◯
9	Night Shade	Ghost	Special	—	100	15	Normal	—
17	Double Team	Normal	Status	—	—	15	Self	—
25	Knock Off	Dark	Physical	20	100	20	Normal	◯
33	Pursuit	Dark	Physical	40	100	20	Normal	◯
41	Psychic	Psychic	Special	90	100	10	Normal	—
49	Swift	Normal	Special	60	—	20	2 Foes	—
57	Psycho Shift	Psychic	Status	—	90	10	Normal	—
65	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
73	Agility	Psychic	Status	—	—	30	Self	—
81	Recover	Normal	Status	—	—	10	Self	—
89	Psycho Boost	Psychic	Special	140	90	5	Normal	—
97	ExtremeSpeed	Normal	Physical	80	100	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status		100	10	Normal	
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status			5	All	
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status			10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	
Low Kick	Fighting	Physical	—	100	20	Normal	◯

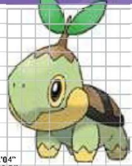
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

*Deoxys is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

No. 387 | Tiny Leaf Pokémon
Turtwig

Grass



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 22.5 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: Photosynthesis occurs across its body under the sun. The shell on its back is actually hardened soil.

Pokémon SoulSilver: Photosynthesis occurs across its body under the sun. The shell on its back is actually hardened soil.

EVOLUTION



ABILITY
- Overgrow

EGG GROUPS

Monster

Grass

STATS

HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE

SPEED ★★★☆ POWER ★★★☆ SKILL ★★☆ STAMINA ★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Receive from Professor Rowan at the beginning of the adventure
Pokémon Pearl	Receive from Professor Rowan at the beginning of the adventure
Pokémon Platinum	Receive from Professor Rowan at the beginning of the adventure

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
5	Withdraw	Water	Status	—	—	40	Self	—
9	Absorb	Grass	Special	20	100	25	Normal	—
13	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
17	Curse	???	Status	—	—	10	Normal/Self	—
21	Bite	Dark	Physical	60	100	25	Normal	◯
25	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Leech Seed	Grass	Status	—	90	10	Normal	—
33	Synthesis	Grass	Status	—	—	5	Self	—
37	Crunch	Dark	Physical	80	100	15	Normal	◯
41	Giga Drain	Grass	Special	60	100	10	Normal	—
45	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Worry Seed	Grass	Status	—	100	10	Normal	—
Growth	Normal	Status	—	—	40	Self	—
Tickle	Normal	Status	—	100	20	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	◯
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Thrash	Normal	Physical	90	100	20	1 Random	◯
Amnesia	Psychic	Status	—	—	20	Self	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—

To Contents

No. 388 | Grove Pokémon
Grotle

Grass



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'07"
- WEIGHT: 213.8 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Overgrow

EGG GROUPS
- Monster
- Grass

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★ SKILL ★★★ STAMINA ★★★★☆ JUMP ★★☆

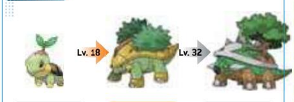
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Turtwig to Lv. 18
Pokémon Pearl	Level up Turtwig to Lv. 18
Pokémon Platinum	Level up Turtwig to Lv. 18

Pokémon HeartGold
A GROTLE that lives in the forest is said to have its own secret springwater.

Pokémon SoulSilver
A GROTLE that lives in the forest is said to have its own secret springwater.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Withdraw	Water	Status	—	—	40	Self	—
5	Withdraw	Water	Status	—	—	40	Self	—
9	Absorb	Grass	Special	20	100	25	Normal	—
13	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
17	Curse	???	Status	—	—	10	Normal/Self	—
22	Bite	Dark	Physical	60	100	25	Normal	◯
27	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Leech Seed	Grass	Status	—	90	10	Normal	—
37	Synthesis	Grass	Status	—	—	5	Self	—
42	Crunch	Dark	Physical	80	100	15	Normal	◯
47	Giga Drain	Grass	Special	60	100	10	Normal	—
52	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

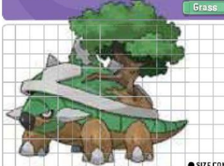
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status			5	Self	
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Superpower	Fighting	Physical	120	100	5	Normal	◯
Earth Power	Ground	Special	90	100	10	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 389 | Continent Pokémon
Torterra

Grass Ground



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 7'03"
- WEIGHT: 683.4 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Overgrow

EGG GROUPS
- Monster
- Grass

STATS
HP ●●●●●
ATTACK ●●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●

PERFORMANCE
SPEED ★☆ POWER ★★★★★ SKILL ★★★ STAMINA ★★★★★ JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Grotle to Lv. 32
Pokémon Pearl	Level up Grotle to Lv. 32
Pokémon Platinum	Level up Grotle to Lv. 32

Pokémon HeartGold
Ancient people imagined that beneath the ground, a gigantic TORTERRA dwelled.

Pokémon SoulSilver
Ancient people imagined that beneath the ground, a gigantic TORTERRA dwelled.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wood Hammer	Grass	Physical	120	100	15	Normal	◯
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Withdraw	Water	Status	—	—	40	Self	—
1	Absorb	Grass	Special	20	100	25	Normal	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
5	Withdraw	Water	Status	—	—	40	Self	—
9	Absorb	Grass	Special	20	100	25	Normal	—
13	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
17	Curse	???	Status	—	—	10	Normal/Self	—
22	Bite	Dark	Physical	60	100	25	Normal	◯
27	Mega Drain	Grass	Special	40	100	15	Normal	—
32	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
33	Leech Seed	Grass	Status	—	90	10	Normal	—
39	Synthesis	Grass	Status	—	—	5	Self	—
45	Crunch	Dark	Physical	80	100	15	Normal	◯
51	Giga Drain	Grass	Special	60	100	10	Normal	—
57	Leaf Storm	Grass	Special	140	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Frenzy Plant	Grass	Special	150	90	5	Normal	

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

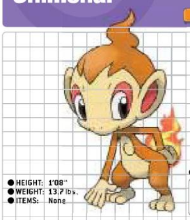
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 390 | Chimp Pokémon
Chimchar

Fire



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 13.7 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Blaze

EGG GROUPS
Field
Human-like

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★★
POWER ★★★☆
SKILL ★★★☆
STAMINA ★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Receive from Professor Rowan at the beginning of the adventure
Pokémon Pearl	Receive from Professor Rowan at the beginning of the adventure
Pokémon Platinum	Receive from Professor Rowan at the beginning of the adventure

Pokémon HeartGold
The gas made in its belly burns from its rear end. The fire burns weakly when it feels sick.

Pokémon SoulSilver
The gas made in its belly burns from its rear end. The fire burns weakly when it feels sick.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
7	Ember	Fire	Special	40	100	25	Normal	—
9	Taunt	Dark	Status	—	100	20	Normal	—
15	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
17	Flame Wheel	Fire	Physical	60	100	25	Normal	◯
23	Nasty Plot	Dark	Status	—	—	20	Self	—
25	Torment	Dark	Status	—	100	15	Normal	—
31	Facade	Normal	Physical	70	100	20	Normal	◯
33	Fire Spin	Fire	Special	15	70	15	Normal	—
39	Slack Off	Normal	Status	—	—	10	Self	—
41	Flamethrower	Fire	Special	95	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Role Play	Psychic	Status			10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
Gunk Shot	Poison	Physical	120	70	5	Normal	
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical		100	20	Normal	◯

● TM & HM MOVES

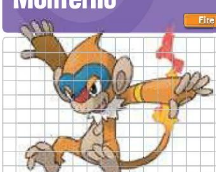
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fire Punch	Fire	Physical	75	100	15	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Double Kick	Fighting	Physical	30	100	30	Normal	◯
Encore	Normal	Status		100	5	Normal	
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Focus Energy	Normal	Status			30	Self	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Fake Out	Normal	Physical	40	100	10	Normal	◯
Blaze Kick	Fire	Physical	85	90	10	Normal	◯
Counter	Fighting	Physical		100	20	Self	◯
Assist	Normal	Status	—	—	20	Depends	—

No. 391 | Playful Pokémon
Monferno

Fire | Fighting



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 48.5 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Blaze

EGG GROUPS
Field
Human-like

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Chimchar to Lv. 14
Pokémon Pearl	Level up Chimchar to Lv. 14
Pokémon Platinum	Level up Chimchar to Lv. 14

Pokémon HeartGold
A bigger fire on its tail and a brighter blue pattern on its face means its rank in its pack is higher.

Pokémon SoulSilver
A bigger fire on its tail and a brighter blue pattern on its face means its rank in its pack is higher.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
9	Taunt	Dark	Status	—	100	20	Normal	—
14	Mach Punch	Fighting	Physical	40	100	30	Normal	◯
16	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
19	Flame Wheel	Fire	Physical	60	100	25	Normal	◯
26	Feint	Normal	Physical	50	100	10	Normal	—
29	Torment	Dark	Status	—	100	15	Normal	—
36	Close Combat	Fighting	Physical	120	100	5	Normal	◯
39	Fire Spin	Fire	Special	15	70	15	Normal	—
46	Slack Off	Normal	Status	—	—	10	Self	—
49	Flare Blitz	Fire	Physical	120	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 392 | Flame Pokémon
Infernape

Fire | Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 121.3 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Blaze

EGG GROUPS
- Field
- Human-like

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★ POWER ★★★★☆ SKILL ★★★★☆ STAMINA ★☆ JUMP ★★★

MAIN WAYS TO OBTAIN
- Pokémon HeartGold: —
- Pokémon SoulSilver: —
- Pokémon Diamond: Level up Monferno to Lv. 36
- Pokémon Pearl: Level up Monferno to Lv. 36
- Pokémon Platinum: Level up Monferno to Lv. 36

Pokémon HeartGold: It tosses its enemies around with agility. It uses all its limbs to fight in its own unique style.

Pokémon SoulSilver: It tosses its enemies around with agility. It uses all its limbs to fight in its own unique style.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	Taunt	Dark	Status	—	100	20	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
9	Taunt	Dark	Status	—	100	20	Normal	—
14	Mach Punch	Fighting	Physical	40	100	30	Normal	◯
17	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
21	Flame Wheel	Fire	Physical	60	100	25	Normal	◯
29	Feint	Normal	Physical	50	100	10	Normal	—
33	Punishment	Dark	Physical	—	100	5	Normal	◯
41	Close Combat	Fighting	Physical	120	100	5	Normal	◯
45	Fire Spin	Fire	Special	15	70	15	Normal	—
53	Calm Mind	Psychic	Status	—	—	20	Self	—
57	Flare Blitz	Fire	Physical	120	100	15	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Blast Burn	Fire	Special	150	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60		20	2 Foes	
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Endeavor	Normal	Physical		100	5	Normal	◯
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	
Low Kick	Fighting	Physical	—	100	20	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 393 | Penguin Pokémon
Piplup

Water



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 11.5 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Torrent

EGG GROUPS
- Water 1
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★☆ POWER ★★★☆ SKILL ★★☆ STAMINA ★★☆ JUMP ★★★☆☆

MAIN WAYS TO OBTAIN
- Pokémon HeartGold: —
- Pokémon SoulSilver: —
- Pokémon Diamond: Receive from Professor Rowan at the beginning of the adventure
- Pokémon Pearl: Receive from Professor Rowan at the beginning of the adventure
- Pokémon Platinum: Receive from Professor Rowan at the beginning of the adventure

Pokémon HeartGold: It doesn't like to be taken care of. It's difficult to bond with since it won't listen to its Trainer.

Pokémon SoulSilver: It doesn't like to be taken care of. It's difficult to bond with since it won't listen to its Trainer.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	◯
4	Growl	Normal	Status	—	100	40	2 Foes	—
8	Bubble	Water	Special	20	100	30	2 Foes	—
11	Water Sport	Water	Status	—	—	15	All	—
15	Peck	Flying	Physical	35	100	35	Normal	◯
18	Bide	Normal	Physical	—	—	10	Self	◯
22	BubbleBeam	Water	Special	65	100	20	Normal	—
25	Fury Attack	Normal	Physical	15	85	20	Normal	◯
29	Brine	Water	Special	65	100	10	Normal	—
32	Whirlpool	Water	Special	15	70	15	Normal	—
36	Mist	Ice	Status	—	—	30	2 Allies	—
39	Drill Peck	Flying	Physical	80	100	20	Normal	◯
43	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Double Hit	Normal	Physical	35	90	10	Normal	◯
Supersonic	Normal	Status	—	55	20	Normal	—
Yawn	Normal	Status	—	—	10	Normal	—
Mud Sport	Ground	Status	—	—	15	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Flail	Normal	Physical	—	100	15	Normal	◯
Agility	Psychic	Status	—	—	30	Self	—
Aqua Ring	Water	Status	—	—	20	Self	—
Hydro Pump	Water	Special	120	80	5	Normal	—
FeatherDance	Flying	Status	—	100	15	Normal	—

To Contents

No. 394 | Penguin Pokémon
Prinplup

Water



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'07"
- WEIGHT: 50.7 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Torrent

EGG GROUPS
- Water 1
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★☆☆ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Piplup to Lv. 16
Pokémon Pearl	Level up Piplup to Lv. 16
Pokémon Platinum	Level up Piplup to Lv. 16

Pokémon HeartGold
It lives a solitary life. Its wings deliver wicked blows that can snap even the thickest of trees.

Pokémon SoulSilver
It lives a solitary life. Its wings deliver wicked blows that can snap even the thickest of trees.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
8	Bubble	Water	Special	20	100	30	2 Foes	—
11	Water Sport	Water	Status	—	—	15	All	—
15	Peck	Flying	Physical	35	100	35	Normal	◯
16	Metal Claw	Steel	Physical	50	95	35	Normal	◯
19	Bide	Normal	Physical	—	—	10	Self	◯
24	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Fury Attack	Normal	Physical	15	85	20	Normal	◯
33	Brine	Water	Special	65	100	10	Normal	—
37	Whirlpool	Water	Special	15	70	15	Normal	—
42	Mist	Ice	Status	—	—	30	2 Allies	—
46	Drill Peck	Flying	Physical	80	100	20	Normal	◯
51	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

No. 395 | Emperor Pokémon
Empoleon

Water / Steel



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'07"
- WEIGHT: 186.3 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Torrent

EGG GROUPS
- Water 1
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★ POWER ★★★☆☆ SKILL ★★★ STAMINA ★★★★☆ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Prinplup to Lv. 36
Pokémon Pearl	Level up Prinplup to Lv. 36
Pokémon Platinum	Level up Prinplup to Lv. 36

Pokémon HeartGold
It avoids unnecessary disputes, but it will decimate anything that threatens its pride.

Pokémon SoulSilver
It avoids unnecessary disputes, but it will decimate anything that threatens its pride.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
4	Growl	Normal	Status	—	100	40	2 Foes	—
8	Bubble	Water	Special	20	100	30	2 Foes	—
11	Swords Dance	Normal	Status	—	—	30	Self	—
15	Peck	Flying	Physical	35	100	35	Normal	◯
16	Metal Claw	Steel	Physical	50	95	35	Normal	◯
19	Swagger	Normal	Status	—	90	15	Normal	—
24	BubbleBeam	Water	Special	65	100	20	Normal	—
28	Fury Attack	Normal	Physical	15	85	20	Normal	◯
33	Brine	Water	Special	65	100	10	Normal	—
36	Aqua Jet	Water	Physical	40	100	20	Normal	◯
39	Whirlpool	Water	Special	15	70	15	Normal	—
46	Mist	Ice	Status	—	—	30	2 Allies	—
52	Drill Peck	Flying	Physical	80	100	20	Normal	◯
59	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Hydro Cannon	Water	Special	150	90	5	Normal	

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

To Contents

No. 396 | Starling Pokémon
Starly

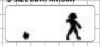
Normal | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 1'00"
● WEIGHT: 4.4 lbs.
● ITEMS: Yache Berry



● MALE FORM
Larger white marking on head

● FEMALE FORM
Smaller white marking on head

● POKÉWALKER

ABILITY
● Keen Eye

EGG GROUPS
Flying

STATS
HP ●
ATTACK ●●
DEFENSE ●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★
STAMINA ★★☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Pewter City [use Headbutt on two trees at the back of Route 2]
Pokémon SoulSilver	Pewter City [use Headbutt on two trees at the back of Route 2]
Pokémon Diamond	Route 201
Pokémon Pearl	Route 201
Pokémon Platinum	Route 201

Pokémon HeartGold
They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

Pokémon SoulSilver
They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Quick Attack	Normal	Physical	40	100	30	Normal	◯
9	Wing Attack	Flying	Physical	60	100	35	Normal	◯
13	Double Team	Normal	Status	—	—	15	Self	—
17	Endeavor	Normal	Physical	—	100	5	Normal	◯
21	Whirlwind	Normal	Status	—	100	20	Normal	—
25	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
29	Take Down	Normal	Physical	90	85	20	Normal	◯
33	Agility	Psychic	Status	—	—	30	Self	—
37	Brave Bird	Flying	Physical	120	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Endeavor	Normal	Physical	—	100	5	Normal	◯
Twister	Dragon	Special	40	100	20	2 Foes	
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
FeatherDance	Flying	Status	—	100	15	Normal	—
Fury Attack	Normal	Physical	15	85	20	Normal	◯
Pursuit	Dark	Physical	40	100	20	Normal	◯
Astonish	Ghost	Physical	30	100	15	Normal	◯
Sand-Attack	Ground	Status	—	100	15	Normal	—
Foresight	Normal	Status			40	Normal	
Double-Edge	Normal	Physical	120	100	15	Normal	◯

No. 397 | Starling Pokémon
Staravia

Normal | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 2'00"
● WEIGHT: 34.2 lbs.
● ITEMS: None



● MALE FORM
Larger gray marking on head

● FEMALE FORM
Smaller gray marking on head

● POKÉWALKER

ABILITY
● Intimidate

EGG GROUPS
Flying

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Starly to Lv. 14
Pokémon SoulSilver	Level up Starly to Lv. 14
Pokémon Diamond	Route 209
Pokémon Pearl	Route 209
Pokémon Platinum	Route 209

Pokémon HeartGold
They maintain huge flocks, although fierce scuffles break out between various flocks.

Pokémon SoulSilver
They maintain huge flocks, although fierce scuffles break out between various flocks.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
5	Quick Attack	Normal	Physical	40	100	30	Normal	◯
9	Wing Attack	Flying	Physical	60	100	35	Normal	◯
13	Double Team	Normal	Status	—	—	15	Self	—
18	Endeavor	Normal	Physical	—	100	5	Normal	◯
23	Whirlwind	Normal	Status	—	100	20	Normal	—
28	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
33	Take Down	Normal	Physical	90	85	20	Normal	◯
38	Agility	Psychic	Status	—	—	30	Self	—
43	Brave Bird	Flying	Physical	120	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◯
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

To Contents

No. 398 | Predator Pokémon
Staraptor

Normal | Flying



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 54.9 lbs.
● ITEMS: None

● MALE FORM
Larger white marking on head

● FEMALE FORM
Smaller white marking on head

● POKÉWALKER

ABILITY
● Intimidate

EGG GROUPS
Flying

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★☆☆
STAMINA ★★★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Staravia to Lv. 34
Pokémon SoulSilver	Level up Staravia to Lv. 34
Pokémon Diamond	Level up Staravia to Lv. 34
Pokémon Pearl	Level up Staravia to Lv. 34
Pokémon Platinum	Level up Staravia to Lv. 34

Pokémon HeartGold
When STARAVIA evolve into STARAPTOR, they leave the flock to live alone. They have sturdy wings.

Pokémon SoulSilver
When STARAVIA evolve into STARAPTOR, they leave the flock to live alone. They have sturdy wings.

EVOLUTION



Starly → Staravia → Staraptor

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
1	Wing Attack	Flying	Physical	60	100	35	Normal	◯
5	Quick Attack	Normal	Physical	40	100	30	Normal	◯
9	Wing Attack	Flying	Physical	60	100	35	Normal	◯
13	Double Team	Normal	Status	—	—	15	Self	—
18	Endeavor	Normal	Physical	—	100	5	Normal	◯
23	Whirlwind	Normal	Status	—	100	20	Normal	—
28	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
33	Take Down	Normal	Physical	90	85	20	Normal	◯
34	Close Combat	Fighting	Physical	120	100	5	Normal	◯
41	Agility	Psychic	Status	—	—	30	Self	—
49	Brave Bird	Flying	Physical	120	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Endeavor	Normal	Physical	—	100	5	Normal	◯
Twister	Dragon	Special	40	100	20	2 Foes	
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯

No. 399 | Plump Mouse Pokémon
Bidoof

Normal



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 44.1 lbs.
● ITEMS: None

● MALE FORM
More tufts of fur on tail

● FEMALE FORM
Fewer tufts of fur on tail

● POKÉWALKER

ABILITIES
● Simple
● Unaware

EGG GROUPS
Water 1
Field

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●
SPEED ●

PERFORMANCE
SPEED ★★☆☆
POWER ★★☆☆
SKILL ★☆☆☆
STAMINA ★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 30 (Sinnoh Sound)
Pokémon SoulSilver	Route 30 (Sinnoh Sound)
Pokémon Diamond	Route 201
Pokémon Pearl	Route 201
Pokémon Platinum	Route 201

Pokémon HeartGold
It lives in groups by the water. It chews up boulders and trees around its nest with its incisors.

Pokémon SoulSilver
It lives in groups by the water. It chews up boulders and trees around its nest with its incisors.

EVOLUTION



Bidoof → Bibarel

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
5	Growl	Normal	Status	—	100	40	2 Foes	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Rollout	Rock	Physical	30	90	20	Normal	◯
17	Headbutt	Normal	Physical	70	100	15	Normal	◯
21	Hyper Fang	Normal	Physical	80	90	15	Normal	◯
25	Yawn	Normal	Status	—	—	10	Normal	—
29	Amnesia	Psychic	Status	—	—	20	Self	—
33	Take Down	Normal	Physical	90	85	20	Normal	◯
37	Super Fang	Normal	Physical	—	90	10	Normal	◯
41	Superpower	Fighting	Physical	120	100	5	Normal	◯
45	Curse	???	Status	—	—	10	Normal/Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Super Fang	Normal	Physical	—	90	10	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Quick Attack	Normal	Physical	40	100	30	Normal	◯
Water Sport	Water	Status	—	—	15	All	—
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Fury Swipes	Normal	Physical	18	80	15	Normal	◯
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Odor Sleuth	Normal	Status	—	—	40	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯

To Contents

No. 400 | Beaver Pokémon
Bibarel

Normal | Water



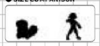
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 3'03"
● WEIGHT: 69.4 lbs.
● ITEMS: None



● MALE FORM
Marking on face is wider

● FEMALE FORM
Marking on face is more narrow

● POKÉWALKER

ABILITIES
● Simple
● Unaware

EGG GROUPS
Water 1
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★☆☆☆
POWER ★★★☆
SKILL ★★☆☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Big Forest Pokéwalker Route
Pokémon SoulSilver	Big Forest Pokéwalker Route
Pokémon Diamond	Route 208
Pokémon Pearl	Route 208
Pokémon Platinum	Route 208

Pokémon HeartGold
It busily makes its nest with stacks of branches and roots it has cut up with its sharp incisors.

Pokémon SoulSilver
It busily makes its nest with stacks of branches and roots it has cut up with its sharp incisors.

EVOLUTION



Bidoof → Lv. 15 → Bibarel

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Growl	Normal	Status	—	100	40	2 Foes	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Rollout	Rock	Physical	30	90	20	Normal	◯
15	Water Gun	Water	Special	40	100	25	Normal	—
18	Headbutt	Normal	Physical	70	100	15	Normal	◯
23	Hyper Fang	Normal	Physical	80	90	15	Normal	◯
28	Yawn	Normal	Status	—	—	10	Normal	—
33	Amnesia	Psychic	Status	—	—	20	Self	—
38	Take Down	Normal	Physical	90	85	20	Normal	◯
43	Super Fang	Normal	Physical	—	90	10	Normal	◯
48	Superpower	Fighting	Physical	120	100	5	Normal	◯
53	Curse	???	Status	—	—	10	Normal/Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60		20	2 Foes	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Super Fang	Normal	Physical	—	90	10	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 401 | Cricket Pokémon
Kricketot

Bug



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'01"
● WEIGHT: 4.9 lbs.
● ITEMS: Metronome



● MALE FORM
Smaller collar

● FEMALE FORM
Bigger collar

● POKÉWALKER

ABILITY
● Shed Skin

EGG GROUPS
Bug

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★
POWER ★★☆
SKILL ★★★☆
STAMINA ★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Viridian Forest (mass outbreak)
Pokémon SoulSilver	Viridian Forest (mass outbreak)
Pokémon Diamond	Route 202 (morning and night only)
Pokémon Pearl	Route 202 (morning and night only)
Pokémon Platinum	Route 202 (morning and night only)

Pokémon HeartGold
When its antennae hit each other, it sounds like the music of a xylophone.

Pokémon SoulSilver
When its antennae hit each other, it sounds like the music of a xylophone.

EVOLUTION



Kricketot → Lv. 10 → Kricketune

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bide	Normal	Physical	—	—	10	Self	◯
16	Bug Bite	Bug	Physical	60	100	20	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

NATIONAL POKÉDEX
400 BIBAREL
401 KRICKETOT

To Contents

No. 402 | Cricket Pokémon
Kricketune

Bug



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 56.2 lbs.
● ITEMS: Metronome



● MALE FORM
Longer mustache

● FEMALE FORM
Shorter mustache

● POKÉWALKER

ABILITY
● Swarm

EGG GROUPS
Bug

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)
Pokémon Diamond	Route 206
Pokémon Pearl	Route 206
Pokémon Platinum	Route 206 (morning and night only)

Pokémon HeartGold
By allowing its cry to resonate in the hollow of its belly, it produces a captivating sound.

Pokémon SoulSilver
By allowing its cry to resonate in the hollow of its belly, it produces a captivating sound.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bide	Normal	Physical	—	—	10	Self	○
10	Fury Cutter	Bug	Physical	10	95	20	Normal	○
14	Leech Life	Bug	Physical	20	100	15	Normal	○
18	Sing	Normal	Status	—	55	15	Normal	—
22	Focus Energy	Normal	Status	—	—	30	Self	—
26	Slash	Normal	Physical	70	100	20	Normal	○
30	X-Scissor	Bug	Physical	80	100	15	Normal	○
34	Screech	Normal	Status	—	85	40	Normal	—
38	Taunt	Dark	Status	—	100	20	Normal	—
42	Night Slash	Dark	Physical	70	100	15	Normal	○
46	Bug Buzz	Bug	Special	90	100	10	Normal	—
50	Perish Song	Normal	Status	—	—	5	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status		95	40	2 Foes	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical		100	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 403 | Flash Pokémon
Shinx

Electric



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 20.9 lbs.
● ITEMS: None



● MALE FORM
More fur on head and paws

● FEMALE FORM
Less fur on head and paws

● POKÉWALKER

ABILITIES
● Rivalry
● Intimidate

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★☆☆
STAMINA ★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 29 (Sinnoh Sound)
Pokémon SoulSilver	Route 29 (Sinnoh Sound)
Pokémon Diamond	Route 202
Pokémon Pearl	Route 202
Pokémon Platinum	Route 202

Pokémon HeartGold
The extension and contraction of its muscles generates electricity. Its fur glows when it's in trouble.

Pokémon SoulSilver
The extension and contraction of its muscles generates electricity. Its fur glows when it's in trouble.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Charge	Electric	Status	—	—	20	Self	—
13	Bite	Dark	Physical	60	100	25	Normal	○
17	Spark	Electric	Physical	65	100	20	Normal	○
21	Roar	Normal	Status	—	100	20	Normal	—
25	Swagger	Normal	Status	—	90	15	Normal	—
29	Crunch	Dark	Physical	80	100	15	Normal	○
33	Thunder Fang	Electric	Physical	65	95	15	Normal	○
37	Scary Face	Normal	Status	—	90	10	Normal	—
41	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ice Fang	Ice	Physical	65	95	15	Normal	○
Fire Fang	Fire	Physical	65	95	15	Normal	○
Thunder Fang	Electric	Physical	65	95	15	Normal	○
Quick Attack	Normal	Physical	40	100	30	Normal	○
Howl	Normal	Status	—	—	40	Self	—
Take Down	Normal	Physical	90	85	20	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○

To Contents

No. 404 | Spark Pokémon
Luxio

Electric



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 67.2 lbs.
● ITEMS: None



● MALE FORM
More fur on head and paws

● FEMALE FORM
Less fur on head and paws

● POKÉWALKER

ABILITIES
- Rivalry
- Intimidate

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★★
SKILL ★★★
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Savannah Area: if Grass objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Savannah Area: if Grass objects are placed, may appear in tall grass)
Pokémon Diamond	Fuego Ironworks
Pokémon Pearl	Fuego Ironworks
Pokémon Platinum	Route 222

Pokémon HeartGold
By gathering their tails together, they collectively generate powerful electricity from their claws.

Pokémon SoulSilver
By gathering their tails together, they collectively generate powerful electricity from their claws.

EVOLUTION



Shinx → Luxio → Luxray

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Charge	Electric	Status	—	—	20	Self	—
13	Bite	Dark	Physical	60	100	25	Normal	◯
18	Spark	Electric	Physical	65	100	20	Normal	◯
23	Roar	Normal	Status	—	100	20	Normal	—
28	Swagger	Normal	Status	—	90	15	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	◯
38	Thunder Fang	Electric	Physical	65	95	15	Normal	◯
43	Scary Face	Normal	Status	—	90	10	Normal	—
48	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60		20	2 Foes	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status		100	20	Normal	
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status		100	20	2 Foes	
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical		100	15	Normal	
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status			10	Self	
HM04	Strength	Normal	Physical	80	100	15	Normal	◯

No. 405 | Gleam Eyes Pokémon
Luxray

Electric



WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 92.6 lbs.
● ITEMS: None



● MALE FORM
More fur on head

● FEMALE FORM
Less fur on head

● POKÉWALKER

ABILITIES
- Rivalry
- Intimidate

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★★★☆
SKILL ★★★★
STAMINA ★★★★
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Luxio to Lv. 30
Pokémon SoulSilver	Level up Luxio to Lv. 30
Pokémon Diamond	Level up Luxio to Lv. 30
Pokémon Pearl	Level up Luxio to Lv. 30
Pokémon Platinum	Level up Luxio to Lv. 30

Pokémon HeartGold
LUXRAY's ability to see through objects comes in handy when it's scouting for danger.

Pokémon SoulSilver
LUXRAY's ability to see through objects comes in handy when it's scouting for danger.

EVOLUTION



Shinx → Luxio → Luxray

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Charge	Electric	Status	—	—	20	Self	—
5	Leer	Normal	Status	—	100	30	2 Foes	—
9	Charge	Electric	Status	—	—	20	Self	—
13	Bite	Dark	Physical	60	100	25	Normal	◯
18	Spark	Electric	Physical	65	100	20	Normal	◯
23	Roar	Normal	Status	—	100	20	Normal	—
28	Swagger	Normal	Status	—	90	15	Normal	—
35	Crunch	Dark	Physical	80	100	15	Normal	◯
42	Thunder Fang	Electric	Physical	65	95	15	Normal	◯
49	Scary Face	Normal	Status	—	90	10	Normal	—
56	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—

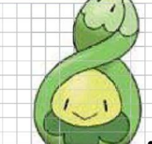
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯

To Contents

No. 406 | Bud Pokémon
Budew

Grass | Poison



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 0'08"
● WEIGHT: 2.6 lbs.
● ITEMS: Poison Barb

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Natural Cure
- Poison Point

EGG GROUPS
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★☆☆ POWER ★☆☆ SKILL ★★☆ STAMINA ★★☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Ilex Forest (Sinnoh Sound)
Pokémon SoulSilver	Ilex Forest (Sinnoh Sound)
Pokémon Diamond	Route 204
Pokémon Pearl	Route 204
Pokémon Platinum	Route 204

Pokémon HeartGold
When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

Pokémon SoulSilver
When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

EVOLUTION



p. 356

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Absorb	Grass	Special	20	100	25	Normal	—
4	Growth	Normal	Status	—	—	40	Self	—
7	Water Sport	Water	Status	—	—	15	All	—
10	Stun Spore	Grass	Status	—	75	30	Normal	—
13	Mega Drain	Grass	Special	40	100	15	Normal	—
16	Worry Seed	Grass	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status			5	Self	
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Spikes	Ground	Status	—	—	20	2 Foes	—
Synthesis	Grass	Status			5	Self	
Pin Missile	Bug	Physical	14	85	20	Normal	—
Cotton Spore	Grass	Status		85	40	Normal	
Sleep Powder	Grass	Status	—	75	15	Normal	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	
Mind Reader	Normal	Status	—	—	5	Normal	—
Leaf Storm	Grass	Special	140	90	5	Normal	
Extrasensory	Psychic	Special	80	100	30	Normal	—

No. 407 | Bouquet Pokémon
Roserade

Grass | Poison



WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 32.0 lbs.
● ITEMS: None

● MALE FORM
Shorter cape

● FEMALE FORM
Longer cape

● POKÉWALKER

ABILITIES
- Natural Cure
- Poison Point

EGG GROUPS
Fairy
Grass

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★★★ STAMINA ★★☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Shiny Stone on Roselia
Pokémon SoulSilver	Use Shiny Stone on Roselia
Pokémon Diamond	Use Shiny Stone on Roselia
Pokémon Pearl	Use Shiny Stone on Roselia
Pokémon Platinum	Use Shiny Stone on Roselia

Pokémon HeartGold
Its sweet aroma attracts prey. Then it spews poison. The more toxic it is, the sweeter its aroma.

Pokémon SoulSilver
Its sweet aroma attracts prey. Then it spews poison. The more toxic it is, the sweeter its aroma.

EVOLUTION



p. 356

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Weather Ball	Normal	Special	50	100	10	Normal	—
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Mega Drain	Grass	Special	40	100	15	Normal	—
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

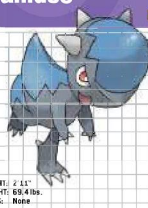
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

To Contents

No. 408 | Head Butt Pokémon
Cranidos

Rock



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 69.4 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Mold Breaker

EGG GROUPS
Monster

STATS
HP ●●
ATTACK ●●●●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Get the Skull Fossil in the Underground and have it restored at the Oreburgh Mining Museum
Pokémon Pearl	—
Pokémon Platinum	Get the Skull Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold
CRANIDOS toughen up their already rock-hard heads by headbutting one another.

Pokémon SoulSilver
CRANIDOS toughen up their already rock-hard heads by headbutting one another.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Focus Energy	Normal	Status	—	—	30	Self	—
10	Pursuit	Dark	Physical	40	100	20	Normal	◯
15	Take Down	Normal	Physical	90	85	20	Normal	◯
19	Scary Face	Normal	Status	—	90	10	Normal	—
24	Assurance	Dark	Physical	50	100	10	Normal	◯
28	AncientPower	Rock	Special	60	100	5	Normal	—
33	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
37	Screech	Normal	Status	—	85	40	Normal	—
43	Head Smash	Rock	Physical	150	80	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Endeavor	Normal	Physical		100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Crunch	Dark	Physical	80	100	15	Normal	◯
Thrash	Normal	Physical	90	100	20	1 Random	◯
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Leer	Normal	Status		100	30	2 Foes	
Slam	Normal	Physical	80	75	20	Normal	◯
Stomp	Normal	Physical	65	100	20	Normal	◯
Whirlwind	Normal	Status	—	100	20	Normal	—
Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
Curse	???	Status	—	—	10	Normal/Self	—

No. 409 | Head Butt Pokémon
Rampardos

Rock



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'03"
● WEIGHT: 226.0 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Mold Breaker

EGG GROUPS
Monster

STATS
HP ●●●●
ATTACK ●●●●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★
POWER ★★★★★
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Cranidos to Lv. 30
Pokémon Pearl	—
Pokémon Platinum	Level up Cranidos to Lv. 30

Pokémon HeartGold
Its skull withstands impacts of any magnitude. As a result, its brain never gets the chance to grow.

Pokémon SoulSilver
Its skull withstands impacts of any magnitude. As a result, its brain never gets the chance to grow.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Headbutt	Normal	Physical	70	100	15	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Focus Energy	Normal	Status	—	—	30	Self	—
10	Pursuit	Dark	Physical	40	100	20	Normal	◯
15	Take Down	Normal	Physical	90	85	20	Normal	◯
19	Scary Face	Normal	Status	—	90	10	Normal	—
24	Assurance	Dark	Physical	50	100	10	Normal	◯
28	AncientPower	Rock	Special	60	100	5	Normal	—
30	Endeavor	Normal	Physical	—	100	5	Normal	◯
36	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
43	Screech	Normal	Status	—	85	40	Normal	—
52	Head Smash	Rock	Physical	150	80	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

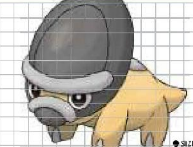
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 410 | Shield Pokémon
Shieldon

Rock | Steel



● WALKING
● FOOTPRINT
● SIZE COMPARISON
● HEIGHT: 1'08"
● WEIGHT: 125.7 lbs.
● ITEMS: None
● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Sturdy

EGG GROUPS
Monster

STATS
HP ●
ATTACK ●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★★★
POWER ★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

- *Pokémon HeartGold* —
- *Pokémon SoulSilver* —
- *Pokémon Diamond* —
- *Pokémon Pearl* Get the Armor Fossil in the Underground and have it restored at the Oreburgh Mining Museum
- *Pokémon Platinum* Get the Armor Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold
It was generated from a fossil dug out of a layer of clay that was older than anyone knows. It has a sturdy face.

Pokémon SoulSilver
It was generated from a fossil dug out of a layer of clay that was older than anyone knows. It has a sturdy face.

EVOLUTION



Shieldon → Lv. 30 → Bastiodon

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Protect	Normal	Status	—	—	10	Self	—
6	Taunt	Dark	Status	—	100	20	Normal	—
10	Metal Sound	Steel	Status	—	85	40	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	◯
19	Iron Defense	Steel	Status	—	—	15	Self	—
24	Swagger	Normal	Status	—	90	15	Normal	—
28	AncientPower	Rock	Special	60	100	5	Normal	—
33	Endure	Normal	Status	—	—	10	Self	—
37	Metal Burst	Steel	Physical	—	100	10	Self	—
43	Iron Head	Steel	Physical	80	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status			10	Self	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Scary Face	Normal	Status		90	10	Normal	
Focus Energy	Normal	Status	—	—	30	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Rock Blast	Rock	Physical	25	80	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	◯
Screech	Normal	Status	—	85	40	Normal	—
Curse	???	Status			10	Normal/Self	
Fissure	Ground	Physical	—	30	5	Normal	—
Counter	Fighting	Physical		100	20	Self	◯
							—
							—
							—

No. 411 | Shield Pokémon
Bastiodon

Rock | Steel



● WALKING
● FOOTPRINT
● SIZE COMPARISON
● HEIGHT: 4'03"
● WEIGHT: 329.6 lbs.
● ITEMS: None
● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITY
● Sturdy

EGG GROUPS
Monster

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●●●●
SPEED ●

PERFORMANCE
SPEED ★★
POWER ★★★☆☆
SKILL ★☆☆
STAMINA ★★★★★
JUMP ★★

● MAIN WAYS TO OBTAIN

- *Pokémon HeartGold* —
- *Pokémon SoulSilver* —
- *Pokémon Diamond* —
- *Pokémon Pearl* Level up Shieldon to Lv. 30
- *Pokémon Platinum* Level up Shieldon to Lv. 30

Pokémon HeartGold
When attacked, they form a wall. Their rock-hard faces serve to protect them from the attacks.

Pokémon SoulSilver
When attacked, they form a wall. Their rock-hard faces serve to protect them from the attacks.

EVOLUTION



Shieldon → Lv. 30 → Bastiodon

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Protect	Normal	Status	—	—	10	Self	—
1	Taunt	Dark	Status	—	100	20	Normal	—
1	Metal Sound	Steel	Status	—	85	40	Normal	—
6	Taunt	Dark	Status	—	100	20	Normal	—
10	Metal Sound	Steel	Status	—	85	40	Normal	—
15	Take Down	Normal	Physical	90	85	20	Normal	◯
19	Iron Defense	Steel	Status	—	—	15	Self	—
24	Swagger	Normal	Status	—	90	15	Normal	—
28	AncientPower	Rock	Special	60	100	5	Normal	—
30	Block	Normal	Status	—	—	5	Normal	—
36	Endure	Normal	Status	—	—	10	Self	—
43	Metal Burst	Steel	Physical	—	100	10	Self	—
52	Iron Head	Steel	Physical	80	100	15	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 412 | Bagworm Pokémon
Burmy

Bug



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 0'08"
- WEIGHT: 7.5 lbs.
- ITEMS: None

- PLANT CLOAK
- SANDY CLOAK
- TRASH CLOAK
- POKÉWALKER

Pokémon HeartGold: It covers itself with a cloak to shelter from the cold. When it's hot, its cloak is thinner.

Pokémon SoulSilver: It covers itself with a cloak to shelter from the cold. When it's hot, its cloak is thinner.

EVOLUTION

- Burmy ♀ (Plant Cloak) → Lv. 20 → Wormadam (Plant Cloak)
- Burmy ♀ (Sandy Cloak) → Lv. 20 → Wormadam (Sandy Cloak)
- Burmy ♀ (Trash Cloak) → Lv. 20 → Wormadam (Trash Cloak)
- Burmy ♂ → Lv. 20 → Mothim

ABILITY
- Shed Skin

EGG GROUPS
- Bug

STATS
- HP ●
- ATTACK ●
- DEFENSE ●●
- SP. ATTACK ●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
- SPEED ★☆☆☆☆
- POWER ★☆☆
- SKILL ★☆☆☆☆
- STAMINA ★☆☆☆
- JUMP ★★☆

*Burmy's Performance depends on its cloak

*Sandy Cloak: Speed ★☆☆☆☆ Power ★☆☆☆ Skill ★☆☆☆ Stamina ★☆☆☆☆ Jump ★★☆
Trash Cloak: Speed ★☆☆☆ Power ★☆☆☆☆ Skill ★☆☆ Stamina ★☆☆☆☆ Jump ★★☆

MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Route 38 (use Rock Climb to reach trees, then use Headbutt)
Pokémon SoulSilver	Route 38 (use Rock Climb to reach trees, then use Headbutt)
Pokémon Diamond	Spread Honey on a the sweet-smelling tree
Pokémon Pearl	Spread Honey on a the sweet-smelling tree
Pokémon Platinum	Spread Honey on a the sweet-smelling tree

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Protect	Normal	Status	—	—	10	Self	—
10	Tackle	Normal	Physical	35	95	35	Normal	◌
15	Bug Bite	Bug	Physical	60	100	20	Normal	◌
20	Hidden Power	Normal	Special	—	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	◌
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA

No. 413 | Bagworm Pokémon
Wormadam (Plant Cloak)

Bug / Grass



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 14.3 lbs.
- ITEMS: None

- FEMALE FORM
- POKÉWALKER

Pokémon HeartGold: It is said that a WORMADAM that evolves on a cold day will have a thicker cloak.

Pokémon SoulSilver: It is said that a WORMADAM that evolves on a cold day will have a thicker cloak.

EVOLUTION

- Burmy ♀ (Plant Cloak) → Lv. 20 → Wormadam (Plant Cloak)
- Burmy ♀ (Sandy Cloak) → Lv. 20 → Wormadam (Sandy Cloak)
- Burmy ♀ (Trash Cloak) → Lv. 20 → Wormadam (Trash Cloak)
- Burmy ♂ → Lv. 20 → Mothim

ABILITY
- Anticipation

EGG GROUPS
- Bug

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●●
- SPEED ●●

PERFORMANCE
- SPEED ★★★☆
- POWER ★★☆
- SKILL ★★★★
- STAMINA ★★★☆
- JUMP ★★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Burmy (Plant Cloak) ♀ to Lv. 20
Pokémon SoulSilver	Level up Burmy (Plant Cloak) ♀ to Lv. 20
Pokémon Diamond	Level up Burmy (Plant Cloak) ♀ to Lv. 20
Pokémon Pearl	Level up Burmy (Plant Cloak) ♀ to Lv. 20
Pokémon Platinum	Level up Burmy (Plant Cloak) ♀ to Lv. 20

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◌
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	◌
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
29	Growth	Normal	Status	—	—	40	Self	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Captivate	Normal	Status	—	100	20	2 Foes	—
38	Flail	Normal	Physical	—	100	15	Normal	◌
41	Attract	Normal	Status	—	100	15	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Leaf Storm	Grass	Special	140	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	◌
Bug Bite	Bug	Physical	60	100	20	Normal	◌
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◌
Signal Beam	Bug	Special	75	100	15	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◌
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◌
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◌
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◌
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◌
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◌
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 413 | Bagworm Pokémon
Wormadam (Sandy Cloak)

Bug | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 14.3 lbs.
● ITEMS: None



● FEMALE FORM



● POKÉWALKER

ABILITY
● Anticipation

EGG GROUPS
Bug

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★☆ STAMINA ★★★★☆
SKILL ★★ JUMP ★★☆

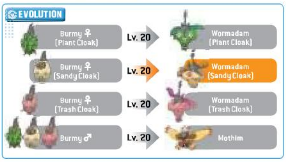
● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Burmy (Sandy Cloak) ♀ to Lv. 20
Pokémon SoulSilver	Level up Burmy (Sandy Cloak) ♀ to Lv. 20
Pokémon Diamond	Level up Burmy (Sandy Cloak) ♀ to Lv. 20
Pokémon Pearl	Level up Burmy (Sandy Cloak) ♀ to Lv. 20
Pokémon Platinum	Level up Burmy (Sandy Cloak) ♀ to Lv. 20

Pokémon HeartGold
It is said that a WORMADAM that evolves on a cold day will have a thicker cloak.

Pokémon SoulSilver
It is said that a WORMADAM that evolves on a cold day will have a thicker cloak.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Rock Blast	Rock	Physical	25	80	10	Normal	—
29	Harden	Normal	Status	—	—	30	Self	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Captivate	Normal	Status	—	100	20	2 Foes	—
38	Flail	Normal	Physical	—	100	15	Normal	○
41	Attract	Normal	Status	—	100	15	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

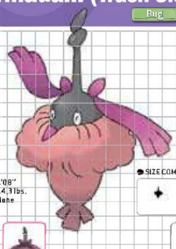
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	
String Shot	Bug	Status	—	95	40	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical		100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

No. 413 | Bagworm Pokémon
Wormadam (Trash Cloak)

Bug | Steel



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 14.3 lbs.
● ITEMS: None



● FEMALE FORM



● POKÉWALKER

ABILITY
● Anticipation

EGG GROUPS
Bug

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★☆☆ POWER ★★★☆☆ STAMINA ★★★★★
SKILL ★★☆ JUMP ★★

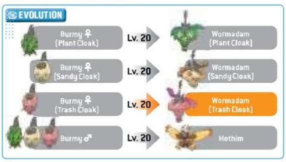
● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Burmy (Trash Cloak) ♀ to Lv. 20
Pokémon SoulSilver	Level up Burmy (Trash Cloak) ♀ to Lv. 20
Pokémon Diamond	Level up Burmy (Trash Cloak) ♀ to Lv. 20
Pokémon Pearl	Level up Burmy (Trash Cloak) ♀ to Lv. 20
Pokémon Platinum	Level up Burmy (Trash Cloak) ♀ to Lv. 20

Pokémon HeartGold
It is said that a WORMADAM that evolves on a cold day will have a thicker cloak.

Pokémon SoulSilver
It is said that a WORMADAM that evolves on a cold day will have a thicker cloak.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	○
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Mirror Shot	Steel	Special	65	85	10	Normal	—
29	Metal Sound	Steel	Status	—	85	40	Normal	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Captivate	Normal	Status	—	100	20	2 Foes	—
38	Flail	Normal	Physical	—	100	15	Normal	○
41	Attract	Normal	Status	—	100	15	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Iron Head	Steel	Physical	80	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—

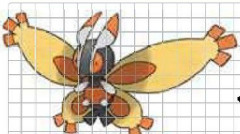
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—

To Contents

No. 414 | Moth Pokémon
Mothim

Bug | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 51.4 lbs.
● ITEMS: None



MALE FORM

● POKÉWALKER

ABILITY
● Swarm

EGG GROUPS
Bug

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★★☆
SKILL ★★☆☆
STAMINA ★☆
JUMP ★★★★★

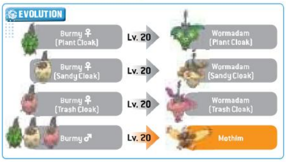
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Burmy ♂ to Lv. 20
Pokémon SoulSilver	Level up Burmy ♂ to Lv. 20
Pokémon Diamond	Level up Burmy ♂ to Lv. 20
Pokémon Pearl	Level up Burmy ♂ to Lv. 20
Pokémon Platinum	Level up Burmy ♂ to Lv. 20

Pokémon HeartGold
It flutters around at night and steals honey from the COMBEE hive.

Pokémon SoulSilver
It flutters around at night and steals honey from the COMBEE hive.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
10	Protect	Normal	Status	—	—	10	Self	—
15	Bug Bite	Bug	Physical	60	100	20	Normal	◯
20	Hidden Power	Normal	Special	—	100	15	Normal	—
23	Confusion	Psychic	Special	50	100	25	Normal	—
26	Gust	Flying	Special	40	100	35	Normal	—
29	PoisonPowder	Poison	Status	—	75	35	Normal	—
32	Psybeam	Psychic	Special	65	100	20	Normal	—
35	Camouflage	Normal	Status	—	—	20	Self	—
38	Silver Wind	Bug	Special	60	100	5	Normal	—
41	Air Slash	Flying	Special	75	95	20	Normal	—
44	Psychic	Psychic	Special	90	100	10	Normal	—
47	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

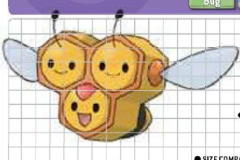
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status		95	40	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—

No. 415 | Tiny Bee Pokémon
Combee

Bug | Flying

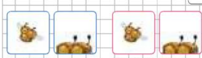


● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 12.1 lbs.
● ITEMS: Honey



● MALE FORM
No spot on forehead

● FEMALE FORM
Red spot on forehead

● POKÉWALKER

ABILITY
● Honey Gather

EGG GROUPS
Bug

STATS
HP ●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★★
POWER ★☆
SKILL ★
STAMINA ★☆
JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)
Pokémon SoulSilver	Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)
Pokémon Diamond	Spread Honey on a the sweet-smelling tree
Pokémon Pearl	Spread Honey on a the sweet-smelling tree
Pokémon Platinum	Spread Honey on a the sweet-smelling tree

Pokémon HeartGold
At night, COMBEE sleep in a group of about a thousand, packed closely together in a lump.

Pokémon SoulSilver
At night, COMBEE sleep in a group of about a thousand, packed closely together in a lump.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Gust	Flying	Special	40	100	35	Normal	—
13	Bug Bite	Bug	Physical	60	100	20	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA



414
MOTHIM



415
COMBEE

To Contents

No. 416 | Beehive Pokémon
Vespiquen

Bug | Flying



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 84.9 lbs.
- ITEMS: None



- FEMALE FORM
- POKÉWALKER

ABILITY
- Pressure

EGG GROUPS
- Bug

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★ | POWER ★☆☆ | SKILL ★★★★☆ | STAMINA ★★★☆☆ | JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Combee ♀ to Lv. 21
Pokémon SoulSilver	Level up Combee ♀ to Lv. 21
Pokémon Diamond	Level up Combee ♀ to Lv. 21
Pokémon Pearl	Level up Combee ♀ to Lv. 21
Pokémon Platinum	Level up Combee ♀ to Lv. 21

Pokémon HeartGold
It raises grubs in the holes in its body. It secretes pheromones to control COMBEE.

Pokémon SoulSilver
It raises grubs in the holes in its body. It secretes pheromones to control COMBEE.

EVOLUTION



Combee ♀ → Vespiquen

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
1	Gust	Flying	Special	40	100	35	Normal	—
3	Poison Sting	Poison	Physical	15	100	35	Normal	—
7	Confuse Ray	Ghost	Status	—	100	10	Normal	—
9	Fury Cutter	Bug	Physical	10	95	20	Normal	○
13	Defend Order	Bug	Status	—	—	10	Self	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
19	Fury Swipes	Normal	Physical	18	80	15	Normal	○
21	Power Gem	Rock	Special	70	100	20	Normal	—
25	Heal Order	Bug	Status	—	—	10	Self	—
27	Toxic	Poison	Status	—	85	10	Normal	—
31	Slash	Normal	Physical	70	100	20	Normal	○
33	Captivate	Normal	Status	—	100	20	2 Foes	—
37	Attack Order	Bug	Physical	90	100	15	Normal	—
39	Swagger	Normal	Status	—	90	15	Normal	—
43	Destiny Bond	Ghost	Status	—	—	5	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical		100	5	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

No. 417 | Elesquirrel Pokémon
Pachirisu

Electric



- WALKING
- FOOTPRINT
- SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 8.6 lbs.
- ITEMS: None



- MALE FORM: Longer stripe on head
- FEMALE FORM: Shorter stripe on head
- POKÉWALKER

ABILITIES
- Run Away
- Pickup

EGG GROUPS
- Field
- Fairy

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★☆ | POWER ★★☆ | SKILL ★★★☆☆ | STAMINA ★★☆ | JUMP ★★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Safari Zone (Wetlands Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Wetlands Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Valley Windworks
Pokémon Pearl	Valley Windworks
Pokémon Platinum	Valley Windworks

Pokémon HeartGold
It's one of the kinds of Pokémon with electric cheek pouches. It shoots charges from its tail.

Pokémon SoulSilver
It's one of the kinds of Pokémon with electric cheek pouches. It shoots charges from its tail.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Bide	Normal	Physical	—	—	10	Self	○
5	Quick Attack	Normal	Physical	40	100	30	Normal	○
9	Charm	Normal	Status	—	100	20	Normal	—
13	Spark	Electric	Physical	65	100	20	Normal	○
17	Endure	Normal	Status	—	—	10	Self	—
21	Swift	Normal	Special	60	—	20	2 Foes	—
25	Sweet Kiss	Normal	Status	—	75	10	Normal	—
29	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
33	Super Fang	Normal	Physical	—	90	10	Normal	○
37	Last Resort	Normal	Physical	130	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

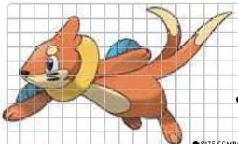
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Covet	Normal	Physical	40	100	40	Normal	○
Bite	Dark	Physical	60	100	25	Normal	○
Fake Tears	Dark	Status	—	100	20	Normal	—
Defense Curl	Normal	Status	—	—	40	Self	—
Rollout	Rock	Physical	30	90	20	Normal	○
Flatter	Dark	Status	—	100	15	Normal	—
Flail	Normal	Physical	—	100	15	Normal	○

To Contents

No. 418 | Sea Weasel Pokémon
Buizel

Water



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'04"
● WEIGHT: 65.0 lbs.
● ITEMS: Wacan Berry



● MALE FORM More spots on back
● FEMALE FORM Less spots on back
● POKÉWALKER

ABILITY
- Swift Swim

EGG GROUPS
- Water 1
- Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★★ POWER ★☆☆☆ SKILL ★★☆☆ STAMINA ★★☆☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Route 30 (Sinnoh Sound) or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)
Pokémon SoulSilver	Route 30 (Sinnoh Sound) or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)
Pokémon Diamond	Valley Windworks
Pokémon Pearl	Valley Windworks
Pokémon Platinum	Valley Windworks

Pokémon HeartGold
It inflates its flotation sac, keeping its face above water in order to watch for prey movement.

Pokémon SoulSilver
It inflates its flotation sac, keeping its face above water in order to watch for prey movement.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
3	Quick Attack	Normal	Physical	40	100	30	Normal	◯
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Pursuit	Dark	Physical	40	100	20	Normal	◯
15	Swift	Normal	Special	60	—	20	2 Foes	—
21	Aqua Jet	Water	Physical	40	100	20	Normal	◯
28	Agility	Psychic	Status	—	—	30	Self	—
36	Whirlpool	Water	Special	15	70	15	Normal	—
45	Razor Wind	Normal	Special	80	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Mud-Slap	Ground	Special	20	100	10	Normal	—
Headbutt	Normal	Physical	70	100	15	Normal	◯
Fury Swipes	Normal	Physical	18	80	15	Normal	◯
Slash	Normal	Physical	70	100	20	Normal	◯
Odor Sleuth	Normal	Status	—	—	40	Normal	—
DoubleSlap	Normal	Physical	15	85	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Baton Pass	Normal	Status			40	Self	

No. 419 | Sea Weasel Pokémon
Floatzel

Water



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 73.9 lbs.
● ITEMS: Wacan Berry



● MALE FORM More spots on back
● FEMALE FORM Fewer spots on back
● POKÉWALKER

ABILITY
- Swift Swim

EGG GROUPS
- Water 1
- Field

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●
SP. ATTACK ●●●●
SP. DEFENSE ●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆☆ STAMINA ★★★☆☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Swamp Area: if Water objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Swamp Area: if Water objects are placed, may appear in tall grass)
Pokémon Diamond	Route 218
Pokémon Pearl	Route 218
Pokémon Platinum	Route 218

Pokémon HeartGold
With its flotation sac inflated, it can carry people on its back. It deflates the sac before it dives.

Pokémon SoulSilver
With its flotation sac inflated, it can carry people on its back. It deflates the sac before it dives.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	◯
1	SonicBoom	Normal	Special	—	90	20	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
3	Quick Attack	Normal	Physical	40	100	30	Normal	◯
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Pursuit	Dark	Physical	40	100	20	Normal	◯
15	Swift	Normal	Special	60	—	20	2 Foes	—
21	Aqua Jet	Water	Physical	40	100	20	Normal	◯
26	Crunch	Dark	Physical	80	100	15	Normal	◯
29	Agility	Psychic	Status	—	—	30	Self	—
39	Whirlpool	Water	Special	15	70	15	Normal	—
50	Razor Wind	Normal	Special	80	100	10	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Low Kick	Fighting	Physical	—	100	20	Normal	◯

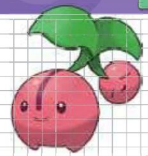
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

To Contents

No. 420 | Cherry Pokémon
Cherubi

Grass



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 7.3 lbs.
● ITEMS: Miracle Seed

● MALE/FEMALE HAVE SAME FORM ● POKÉWALKER

ABILITY
- Chlorophyll

EGG GROUPS
- Fairy
- Grass

STATS
- HP ●●
- ATTACK ●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●
- SPEED ●●

PERFORMANCE
SPEED ★★★☆ POWER ★☆☆ SKILL ★★☆ STAMINA ★★☆ JUMP ★★☆

Pokémon HeartGold: It evolves by sucking the energy out of the small ball where it had been storing nutrients.

Pokémon SoulSilver: It evolves by sucking the energy out of the small ball where it had been storing nutrients.

EVOLUTION



● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	National Park—use Rock Climb to reach trees, then use Headbutt
Pokémon SoulSilver	National Park—use Rock Climb to reach trees, then use Headbutt
Pokémon Diamond	Spread Honey on a sweet-smelling tree
Pokémon Pearl	Spread Honey on a sweet-smelling tree
Pokémon Platinum	Spread Honey on a sweet-smelling tree

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
7	Growth	Normal	Status	—	—	40	Self	—
10	Leech Seed	Grass	Status	—	90	10	Normal	—
13	Helping Hand	Normal	Status	—	—	20	1 Ally	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
22	Sunny Day	Fire	Status	—	—	5	All	—
28	Worry Seed	Grass	Status	—	100	10	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	◯
37	SolarBeam	Grass	Special	120	100	10	Normal	—
40	Lucky Chant	Normal	Status	—	—	30	2 Allies	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status		100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Seed Bomb	Grass	Physical	80	100	15	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Sweet Scent	Normal	Status		100	20	2 Foes	
Tickle	Normal	Status	—	100	20	Normal	—
Nature Power	Normal	Status			20	Depends	
GrassWhistle	Grass	Status	—	55	15	Normal	—
Aromatherapy	Grass	Status			5	All Allies	
Weather Ball	Normal	Special	50	100	10	Normal	—

No. 421 | Blossom Pokémon
Cherrim

Grass



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 20.5 lbs.
● ITEMS: None

● OVERCAST FORM ● SUNSHINE FORM ● POKÉWALKER

ABILITY
- Flower Gift

EGG GROUPS
- Fairy
- Grass

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★★☆ STAMINA ★★☆☆ JUMP ★★★

Pokémon HeartGold: During times of strong sunlight, its bud blooms, its petals open fully, and it becomes very active.

Pokémon SoulSilver: During times of strong sunlight, its bud blooms, its petals open fully, and it becomes very active.

EVOLUTION



● MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Cherubi to Lv. 25
Pokémon SoulSilver	Level up Cherubi to Lv. 25
Pokémon Diamond	Level up Cherubi to Lv. 25
Pokémon Pearl	Level up Cherubi to Lv. 25
Pokémon Platinum	Level up Cherubi to Lv. 25

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Growth	Normal	Status	—	—	40	Self	—
7	Growth	Normal	Status	—	—	40	Self	—
10	Leech Seed	Grass	Status	—	90	10	Normal	—
13	Helping Hand	Normal	Status	—	—	20	1 Ally	—
19	Magical Leaf	Grass	Special	60	—	20	Normal	—
22	Sunny Day	Fire	Status	—	—	5	All	—
25	Petal Dance	Grass	Special	90	100	20	1 Random	◯
30	Worry Seed	Grass	Status	—	100	10	Normal	—
35	Take Down	Normal	Physical	90	85	20	Normal	◯
43	SolarBeam	Grass	Special	120	100	10	Normal	—
48	Lucky Chant	Normal	Status	—	—	30	2 Allies	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

[To Contents]

No. 422 | Sea Slug Pokémon
Shellos

Water



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 13.9 lbs.
● ITEMS: None



ABILITIES
- Sticky Hold
- Storm Drain

EGG GROUPS
- Water 1
- Amorphous

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★☆☆
POWER ★☆☆☆
SKILL ★☆☆
STAMINA ★★★☆☆
JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Stormy Beach Pokéwalker Route
Pokémon SoulSilver	Stormy Beach Pokéwalker Route
Pokémon Diamond	Valley Windworks (West Sea)—Route 213 (East Sea)
Pokémon Pearl	Valley Windworks (West Sea)—Route 213 (East Sea)
Pokémon Platinum	Valley Windworks (West Sea)—Route 213 (East Sea)

Pokémon HeartGold
Its shape and coloration vary, depending on its habitat.

Pokémon SoulSilver
Its shape and coloration vary, depending on its habitat.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
2	Mud Sport	Ground	Status	—	—	15	All	—
4	Harden	Normal	Status	—	—	30	Self	—
7	Water Pulse	Water	Special	60	100	20	Normal	—
11	Mud Bomb	Ground	Special	65	85	10	Normal	—
16	Hidden Power	Normal	Special	—	100	15	Normal	—
22	Rain Dance	Water	Status	—	—	5	All	—
29	Body Slam	Normal	Physical	85	100	15	Normal	○
37	Muddy Water	Water	Special	95	85	10	2 Foes	—
46	Recover	Normal	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status		95	40	2 Foes	
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	
Earth Power	Ground	Special	90	100	10	Normal	—
Pain Split	Normal	Status			20	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Counter	Fighting	Physical	—	100	20	Self	○
Mirror Coat	Psychic	Special		100	20	Self	
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status			10	Self	
Spit Up	Normal	Special	—	100	10	Normal	—
Yawn	Normal	Status			10	Normal	
Memento	Dark	Status	—	100	10	Normal	—
Curse	???	Status			10	Normal/Self	
Amnesia	Psychic	Status	—	—	20	Self	—
Fissure	Ground	Physical		30	5	Normal	
Trump Card	Normal	Special	—	—	5	Normal	○
Sludge	Poison	Special	65	100	20	Normal	

No. 423 | Sea Slug Pokémon
Gastrodon

Water | Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 65.9 lbs.
● ITEMS: None



ABILITIES
- Sticky Hold
- Storm Drain

EGG GROUPS
- Water 1
- Amorphous

STATS
HP ●●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●

PERFORMANCE
SPEED ★☆
POWER ★★★★☆
SKILL ★★★
STAMINA ★★★★★
JUMP ★★

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Level up Shellos to Lv. 30
Pokémon SoulSilver	Level up Shellos to Lv. 30
Pokémon Diamond	Route 218 (West Sea)—Route 224 (East Sea)
Pokémon Pearl	Route 218 (West Sea)—Route 224 (East Sea)
Pokémon Platinum	Route 218 (West Sea)—Route 224 (East Sea)

Pokémon HeartGold
When its natural enemy attacks, it oozes purple fluid and escapes.

Pokémon SoulSilver
When its natural enemy attacks, it oozes purple fluid and escapes.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Harden	Normal	Status	—	—	30	Self	—
1	Water Pulse	Water	Special	60	100	20	Normal	—
2	Mud Sport	Ground	Status	—	—	15	All	—
4	Harden	Normal	Status	—	—	30	Self	—
7	Water Pulse	Water	Special	60	100	20	Normal	—
11	Mud Bomb	Ground	Special	65	85	10	Normal	—
16	Hidden Power	Normal	Special	—	100	15	Normal	—
22	Rain Dance	Water	Status	—	—	5	All	—
29	Body Slam	Normal	Physical	85	100	15	Normal	○
41	Muddy Water	Water	Special	95	85	10	2 Foes	—
54	Recover	Normal	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

To Contents

No. 424 | Long Tail Pokémon
Ambipom

Normal

Pokémon HeartGold: They live on large trees. They are said to communicate by connecting their tails to those of others.

Pokémon SoulSilver: It is very difficult to dodge the consecutive strikes of its two tails.



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 44.8 lbs.
● ITEMS: None

● MALE FORM
Shorter fur tuft on head

● FEMALE FORM
Longer fur tuft on head

● POKÉWALKER

ABILITIES
- Technician
- Pickup

EGG GROUPS
Field

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆☆
SKILL ★★★★★
STAMINA ★★★☆
JUMP ★★★☆

EVOLUTION



● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit
Pokémon SoulSilver	Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit
Pokémon Diamond	Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit
Pokémon Pearl	Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit
Pokémon Platinum	Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
4	Sand-Attack	Ground	Status	—	100	15	Normal	—
8	Astonish	Ghost	Physical	30	100	15	Normal	◯
11	Baton Pass	Normal	Status	—	—	40	Self	—
15	Tickle	Normal	Status	—	100	20	Normal	—
18	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
22	Swift	Normal	Special	60	—	20	2 Foes	—
25	Screech	Normal	Status	—	85	40	Normal	—
29	Agility	Psychic	Status	—	—	30	Self	—
32	Double Hit	Normal	Physical	35	90	10	Normal	◯
36	Fling	Dark	Physical	—	100	10	Normal	—
39	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Last Resort	Normal	Physical	130	100	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	
Bounce	Flying	Physical	85	85	5	Normal	◯
Low Kick	Fighting	Physical		100	20	Normal	◯

● TM & HM MOVES

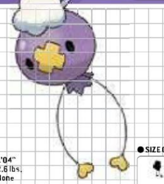
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

No. 425 | Balloon Pokémon
Drifloon

Ghost / Flying

Pokémon HeartGold: It is whispered that any child who mistakes DRIFLOON for a balloon and holds on to it could wind up missing.

Pokémon SoulSilver: It is whispered that any child who mistakes DRIFLOON for a balloon and holds on to it could wind up missing.



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 2.6 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Aftermath
- Unburden

EGG GROUPS
Amorphous

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★
SKILL ★★★★
STAMINA ★★★☆
JUMP ★★★★★

EVOLUTION



● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Valley Windworks (Friday only)
Pokémon Pearl	Valley Windworks (Friday only)
Pokémon Platinum	Valley Windworks (Friday only)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	◯
1	Minimize	Normal	Status	—	—	20	Self	—
6	Astonish	Ghost	Physical	30	100	15	Normal	◯
11	Gust	Flying	Special	40	100	35	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
17	Payback	Dark	Physical	50	100	10	Normal	◯
22	Stockpile	Normal	Status	—	—	20	Self	—
27	Swallow	Normal	Status	—	—	10	Self	—
27	Spit Up	Normal	Special	—	100	10	Normal	—
30	Ominous Wind	Ghost	Special	60	100	5	Normal	—
33	Baton Pass	Normal	Status	—	—	40	Self	—
38	Shadow Ball	Ghost	Special	80	100	15	Normal	—
43	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Pain Split	Normal	Status	—	—	20	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯

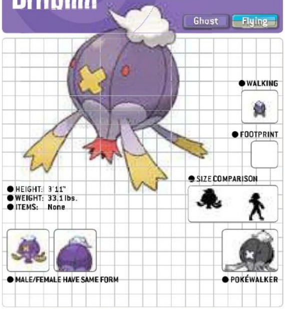
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Memento	Dark	Status	—	100	10	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	◯
Destiny Bond	Ghost	Status	—	—	5	Self	—
Disable	Normal	Status	—	80	20	Normal	—
Haze	Ice	Status	—	—	30	All	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Weather Ball	Normal	Special	50	100	10	Normal	—

To Contents

No. 426 | Blimp Pokémon
Drifblim

Ghost / Flying



- HEIGHT: 3'11"
- WEIGHT: 33.1 lbs.
- ITEMS: None

Pokémon HeartGold: It can generate and release gas within its body. That's how it can control the altitude of its drift.

Pokémon SoulSilver: It can generate and release gas within its body. That's how it can control the altitude of its drift.

EVOLUTION



ABILITIES
- Aftermath
- Unburden

EGG GROUP
- Amorphous

STATS
- HP ●●●●●●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★★ SKILL ★★ STAMINA ★★★★☆ JUMP ★★★★★

MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Drifloon to Lv. 28
Pokémon Pearl	Level up Drifloon to Lv. 28
Pokémon Platinum	Level up Drifloon to Lv. 28

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Constrict	Normal	Physical	10	100	35	Normal	○
1	Minimize	Normal	Status	—	—	20	Self	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Gust	Flying	Special	40	100	35	Normal	—
6	Astonish	Ghost	Physical	30	100	15	Normal	○
11	Gust	Flying	Special	40	100	35	Normal	—
14	Focus Energy	Normal	Status	—	—	30	Self	—
17	Payback	Dark	Physical	50	100	10	Normal	○
22	Stockpile	Normal	Status	—	—	20	Self	—
27	Swallow	Normal	Status	—	—	10	Self	—
27	Spit Up	Normal	Special	—	100	10	Normal	—
32	Ominous Wind	Ghost	Special	60	100	5	Normal	—
37	Baton Pass	Normal	Status	—	—	40	Self	—
44	Shadow Ball	Ghost	Special	80	100	15	Normal	—
51	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

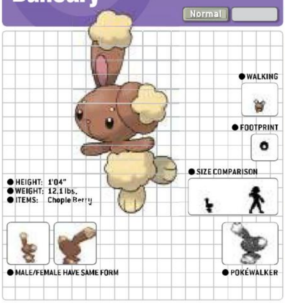
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Trick	Psychic	Status		100	10	Normal	
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status		100	10	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Pain Split	Normal	Status			20	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○

No. 427 | Rabbit Pokémon
Buneary

Normal



- HEIGHT: 1'04"
- WEIGHT: 12.1 lbs.
- ITEMS: Chople Berry

Pokémon HeartGold: You can tell how it feels by the way it rolls its ears. When it's scared, both ears are rolled up.

Pokémon SoulSilver: You can tell how it feels by the way it rolls its ears. When it's scared, both ears are rolled up.

EVOLUTION



ABILITIES
- Run Away
- Klutz

EGG GROUPS
- Field
- Human-Like

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆☆ SKILL ★☆ STAMINA ★★☆☆ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	Route 25 (mass outbreak)
Pokémon SoulSilver	Route 25 (mass outbreak)
Pokémon Diamond	Eterna Forest
Pokémon Pearl	Eterna Forest
Pokémon Platinum	Eterna Forest

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Splash	Normal	Status	—	—	40	Self	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Foresight	Normal	Status	—	—	40	Normal	—
6	Endure	Normal	Status	—	—	10	Self	—
13	Frustration	Normal	Physical	—	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
23	Jump Kick	Fighting	Physical	85	95	25	Normal	○
26	Baton Pass	Normal	Status	—	—	40	Self	—
33	Agility	Psychic	Status	—	—	30	Self	—
36	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
43	Charm	Normal	Status	—	100	20	Normal	—
46	Bounce	Flying	Physical	85	85	5	Normal	○
53	Healing Wish	Psychic	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

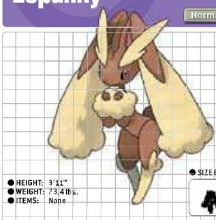
EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fake Tears	Dark	Status	—	100	20	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Encore	Normal	Status	—	100	5	Normal	—
Sweet Kiss	Normal	Status	—	75	10	Normal	—
Double Hit	Normal	Physical	35	90	10	Normal	○
Attract	Normal	Status	—	100	15	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	○
Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
Switcheroo	Dark	Status	—	100	10	Normal	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○

To Contents

No. 428 | Rabbit Pokémon
Lopunny

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'11"
- WEIGHT: 73.4 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Cute Charm
- Klutz

EGG GROUPS
- Field
- Human-Like

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED / POWER / SKILL / STAMINA / JUMP

Pokémon HeartGold: It sheds its fur twice a year. Its winter fur is soft and fluffy.

Pokémon SoulSilver: It sheds its fur twice a year. Its winter fur is soft and fluffy.

EVOLUTION



MAIN WAYS TO OBTAIN

- **Pokémon HeartGold**: Level up Buneary with high friendship
- **Pokémon SoulSilver**: Level up Buneary with high friendship
- **Pokémon Diamond**: Level up Buneary with high friendship
- **Pokémon Pearl**: Level up Buneary with high friendship
- **Pokémon Platinum**: Level up Buneary with high friendship

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mirror Coat	Psychic	Special	—	100	20	Self	—
1	Magic Coat	Psychic	Status	—	—	15	Self	—
1	Splash	Normal	Status	—	—	40	Self	—
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Defense Curl	Normal	Status	—	—	40	Self	—
1	Foresight	Normal	Status	—	—	40	Normal	—
6	Endure	Normal	Status	—	—	10	Self	—
13	Return	Normal	Physical	—	100	20	Normal	○
16	Quick Attack	Normal	Physical	40	100	30	Normal	○
23	Jump Kick	Fighting	Physical	85	95	25	Normal	○
26	Baton Pass	Normal	Status	—	—	40	Self	—
33	Agility	Psychic	Status	—	—	30	Self	—
36	Dizzy Punch	Normal	Physical	70	100	10	Normal	○
43	Charm	Normal	Status	—	100	20	Normal	—
46	Bounce	Flying	Physical	85	85	5	Normal	○
53	Healing Wish	Psychic	Status	—	—	10	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status			15	Self	
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Endeavor	Normal	Physical	—	100	5	Normal	○
Bounce	Flying	Physical	85	85	5	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 429 | Magical Pokémon
Mismagius

Ghost



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'11"
- WEIGHT: 9.7 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITY
- Levitate

EGG GROUP
- Amorphous

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED / POWER / SKILL / STAMINA / JUMP

Pokémon HeartGold: Its cries sound like incantations to torment the foe. It appears where you least expect it.

Pokémon SoulSilver: Its cries sound like incantations to torment the foe. It appears where you least expect it.

EVOLUTION



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MAIN WAYS TO OBTAIN

- **Pokémon HeartGold**: Use Dusk Stone on Misdreavus
- **Pokémon SoulSilver**: Use Dusk Stone on Misdreavus
- **Pokémon Diamond**: —
- **Pokémon Pearl**: Use Dusk Stone on Misdreavus
- **Pokémon Platinum**: —

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
1	Magical Leaf	Grass	Special	60	—	20	Normal	—
1	Growl	Normal	Status	—	100	40	2 Foes	—
1	Psywave	Psychic	Special	—	80	15	Normal	—
1	Spite	Ghost	Status	—	100	10	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Pain Split	Normal	Status	—	—	20	Normal	—

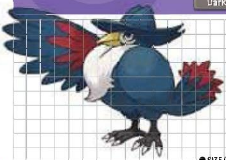
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

To Contents

No. 430 | Big Boss Pokémon
Honchkrow

Dark | Flying



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 2'11"
● WEIGHT: 60.2 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM ● POKÉWALKER

ABILITIES
- Insomnia
- Super Luck

EGG GROUP
Flying

STATS
HP ●●●●●
ATTACK ●●●●●
DEFENSE ●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★☆ POWER ★★★☆ SKILL ★★☆ STAMINA ★★★★☆ JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Use Dusk Stone on Murkrow
Pokémon SoulSilver	Use Dusk Stone on Murkrow
Pokémon Diamond	Use Dusk Stone on Murkrow
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
It is merciless by nature. It is said that it never forgives the mistakes of its MURKROW followers.

Pokémon SoulSilver
It is merciless by nature. It is said that it never forgives the mistakes of its MURKROW followers.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Pursuit	Dark	Physical	40	100	20	Normal	○
1	Haze	Ice	Status	—	—	30	All	—
1	Wing Attack	Flying	Physical	60	100	35	Normal	○
25	Swagger	Normal	Status	—	90	15	Normal	—
35	Nasty Plot	Dark	Status	—	—	20	Self	—
45	Night Slash	Dark	Physical	70	100	15	Normal	○
55	Dark Pulse	Dark	Special	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Spite	Ghost	Status		100	10	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Superpower	Fighting	Physical	120	100	5	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

No. 431 | Catty Pokémon
Glameow

Normal



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 8.6 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM ● POKÉWALKER

ABILITIES
- Limber
- Own Tempo

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★★ POWER ★★☆☆☆ SKILL ★★☆☆ STAMINA ★★☆ JUMP ★★★☆

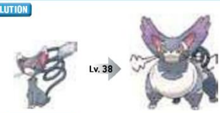
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	—
Pokémon Pearl	Route 218
Pokémon Platinum	—

Pokémon HeartGold
When it's happy, GLAMEOW demonstrates beautiful movements of its tail, like a dancing ribbon.

Pokémon SoulSilver
When it's happy, GLAMEOW demonstrates beautiful movements of its tail, like a dancing ribbon.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Out	Normal	Physical	40	100	10	Normal	○
5	Scratch	Normal	Physical	40	100	35	Normal	○
8	Growl	Normal	Status	—	100	40	2 Foes	—
13	Hypnosis	Psychic	Status	—	60	20	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
25	Charm	Normal	Status	—	100	20	Normal	—
29	Assist	Normal	Status	—	—	20	Depends	—
32	Captivate	Normal	Status	—	100	20	2 Foes	—
37	Slash	Normal	Physical	70	100	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
45	Attract	Normal	Status	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bite	Dark	Physical	60	100	25	Normal	○
Tail Whip	Normal	Status	—	100	30	2 Foes	—
Quick Attack	Normal	Physical	40	100	30	Normal	○
Sand-Attack	Ground	Status	—	100	15	Normal	—
Fake Tears	Dark	Status	—	100	20	Normal	—
Assurance	Dark	Physical	50	100	10	Normal	○
Flail	Normal	Physical	—	100	15	Normal	○

To Contents

No. 432 | Tiger Cat Pokémon
Purugly

Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 96.6 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Thick Fat
- Own Tempo

EGG GROUP
Field

STATS
HP ●●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★☆☆ POWER ★★★★☆ STAMINA ★★★★ SKILL ★☆ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	—
Pokémon Pearl	Route 222
Pokémon Platinum	—

Pokémon HeartGold
It would claim another Pokémon's nest as its own if it finds a nest sufficiently comfortable.

Pokémon SoulSilver
It would claim another Pokémon's nest as its own if it finds a nest sufficiently comfortable.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Out	Normal	Physical	40	100	10	Normal	○
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Growl	Normal	Status	—	100	40	2 Foes	—
5	Scratch	Normal	Physical	40	100	35	Normal	○
8	Growl	Normal	Status	—	100	40	2 Foes	—
13	Hypnosis	Psychic	Status	—	60	20	Normal	—
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
20	Fury Swipes	Normal	Physical	18	80	15	Normal	○
25	Charm	Normal	Status	—	100	20	Normal	—
29	Assist	Normal	Status	—	—	20	Depends	—
32	Captivate	Normal	Status	—	100	20	2 Foes	—
37	Slash	Normal	Physical	70	100	20	Normal	○
38	Swagger	Normal	Status	—	90	15	Normal	—
45	Body Slam	Normal	Physical	85	100	15	Normal	○
53	Attract	Normal	Status	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60		20	2 Foes	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

No. 433 | Bell Pokémon
Chingling

Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 0'08"
● WEIGHT: 1.3 lbs.
● ITEMS: Colbur Berry

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
- Levitate

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●
ATTACK ●
DEFENSE ●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★☆☆ POWER ★★☆ STAMINA ★★★ SKILL ★★☆ JUMP ★★★★☆

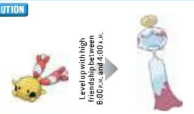
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Union Cave (Sinnoh Sound)
Pokémon SoulSilver	Union Cave (Sinnoh Sound)
Pokémon Diamond	Route 211
Pokémon Pearl	Route 211
Pokémon Platinum	Route 211

Pokémon HeartGold
It emits high-frequency cries that people can't hear. Once it starts, it can cry for an awfully long time.

Pokémon SoulSilver
It emits high-frequency cries that people can't hear. Once it starts, it can cry for an awfully long time.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Wrap	Normal	Physical	15	85	20	Normal	○
6	Growl	Normal	Status	—	100	40	2 Foes	—
9	Astonish	Ghost	Physical	30	100	15	Normal	○
14	Confusion	Psychic	Special	50	100	25	Normal	—
17	Uproar	Normal	Special	50	100	10	1 Random	—
22	Last Resort	Normal	Physical	130	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Rollout	Rock	Physical	30	90	20	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

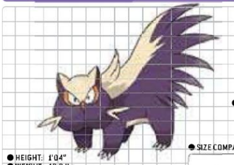
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Disable	Normal	Status	—	80	20	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Dream Eater	Psychic	Special	100	100	15	Normal	—
Wish	Normal	Status	—	—	10	Self	—
Future Sight	Psychic	Special	80	90	15	Normal	—
Recover	Normal	Status	—	—	10	Self	—

To Contents

No. 434 | Skunk Pokémon
Stunky

Poison | Dark



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 1'04"
- WEIGHT: 42.3 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Stench
- Aftermath

EGG GROUP
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★★☆☆
SKILL ★★☆
STAMINA ★★☆
JUMP ★★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Route 206
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
The foul fluid from its rear is so revolting that it can make people feel queasy up to a mile and a quarter away.

Pokémon SoulSilver
The foul fluid from its rear is so revolting that it can make people feel queasy up to a mile and a quarter away.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
4	Poison Gas	Poison	Status	—	55	40	Normal	—
7	Screech	Normal	Status	—	85	40	Normal	—
10	Fury Swipes	Normal	Physical	18	80	15	Normal	○
14	SmokeScreen	Normal	Status	—	100	20	Normal	—
18	Feint	Normal	Physical	50	100	10	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
27	Toxic	Poison	Status	—	85	10	Normal	—
32	Night Slash	Dark	Physical	70	100	15	Normal	○
38	Memento	Dark	Status	—	100	10	Normal	—
44	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

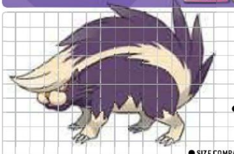
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	○
TM46	Thief	Dark	Physical	40	100	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Pursuit	Dark	Physical	40	100	20	Normal	○
Leer	Normal	Status		100	30	2 Foes	
Smog	Poison	Special	20	70	20	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Crunch	Dark	Physical	80	100	15	Normal	○
Scary Face	Normal	Status		90	10	Normal	
Astonish	Ghost	Physical	30	100	15	Normal	○
Punishment	Dark	Physical		100	5	Normal	○
Haze	Ice	Status	—	—	30	All	—

No. 435 | Skunk Pokémon
Skuntank

Poison | Dark



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 3'03"
- WEIGHT: 83.8 lbs.
- ITEMS: None
- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

ABILITIES
- Stench
- Aftermath

EGG GROUP
Field

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★☆☆
STAMINA ★★★☆
JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Route 221
Pokémon Pearl	—
Pokémon Platinum	—

Pokémon HeartGold
It attacks by spraying a repugnant fluid from its tail, but the stench dulls after a few squirts.

Pokémon SoulSilver
It attacks by spraying a repugnant fluid from its tail, but the stench dulls after a few squirts.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Scratch	Normal	Physical	40	100	35	Normal	○
1	Focus Energy	Normal	Status	—	—	30	Self	—
1	Poison Gas	Poison	Status	—	55	40	Normal	—
4	Poison Gas	Poison	Status	—	55	40	Normal	—
7	Screech	Normal	Status	—	85	40	Normal	—
10	Fury Swipes	Normal	Physical	18	80	15	Normal	○
14	SmokeScreen	Normal	Status	—	100	20	Normal	—
18	Feint	Normal	Physical	50	100	10	Normal	—
22	Slash	Normal	Physical	70	100	20	Normal	○
27	Toxic	Poison	Status	—	85	10	Normal	—
32	Night Slash	Dark	Physical	70	100	15	Normal	○
34	Flamethrower	Fire	Special	95	100	15	Normal	—
42	Memento	Dark	Status	—	100	10	Normal	—
52	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 436 Bronze Pokémon
Bronzor

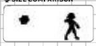
Steel | Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 1'08"
● WEIGHT: 133.4 lbs.
● ITEMS: Metal Coat



● GENDER UNKNOWN



● POKÉWALKER

ABILITIES
- Levitate
- Heatproof

EGG GROUP
Mineral

STATS
HP ●●
ATTACK ●
DEFENSE ●●●
SP. ATTACK ●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★★☆ POWER ★★☆☆ STAMINA ★★★★☆
SKILL ★ JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Union Cave (Sinnoh Sound)
Pokémon SoulSilver	Union Cave (Sinnoh Sound)
Pokémon Diamond	Wayward Cave
Pokémon Pearl	Wayward Cave
Pokémon Platinum	Wayward Cave

Pokémon HeartGold
Ancient people believed that the pattern on BRONZOR's back contained a mysterious power.

Pokémon SoulSilver
Ancient people believed that the pattern on BRONZOR's back contained a mysterious power.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Confusion	Psychic	Special	50	100	25	Normal	—
7	Hypnosis	Psychic	Status	—	60	20	Normal	—
12	Imprison	Psychic	Status	—	—	10	Self	—
14	Confuse Ray	Ghost	Status	—	100	10	Normal	—
19	Extrasensory	Psychic	Special	80	100	30	Normal	—
26	Iron Defense	Steel	Status	—	—	15	Self	—
30	Safeguard	Normal	Status	—	—	25	2 Allies	—
35	Gyro Ball	Steel	Physical	—	100	5	Normal	○
37	Future Sight	Psychic	Special	80	90	15	Normal	—
41	Faint Attack	Dark	Physical	60	—	20	Normal	○
49	Payback	Dark	Physical	50	100	10	Normal	○
52	Heal Block	Psychic	Status	—	100	15	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

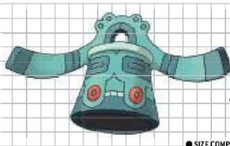
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	
Gravity	Psychic	Status	—	—	5	All	—
Rollout	Rock	Physical	30	90	20	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 437 Bronze Bell Pokémon
Bronzong

Steel | Psychic



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 4'03"
● WEIGHT: 412.3 lbs.
● ITEMS: Metal Coat



● GENDER UNKNOWN



● POKÉWALKER

ABILITIES
- Levitate
- Heatproof

EGG GROUP
Mineral

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●●
SPEED ●●

PERFORMANCE
SPEED ★ POWER ★★★☆☆ STAMINA ★★★★☆
SKILL ★★★ JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Forest Area: if Rock and Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Forest Area: if Rock and Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Mt. Coronet 2F
Pokémon Pearl	Mt. Coronet 2F
Pokémon Platinum	Mt. Coronet 2F

Pokémon HeartGold
Ancient people believed that petitioning BRONZONG for rain was the way to make crops grow.

Pokémon SoulSilver
Ancient people believed that petitioning BRONZONG for rain was the way to make crops grow.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sunny Day	Fire	Status	—	—	5	All	—
1	Rain Dance	Water	Status	—	—	5	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Hypnosis	Psychic	Status	—	60	20	Normal	—
1	Imprison	Psychic	Status	—	—	10	Self	—
7	Hypnosis	Psychic	Status	—	60	20	Normal	—
12	Imprison	Psychic	Status	—	—	10	Self	—
14	Confuse Ray	Ghost	Status	—	100	10	Normal	—
19	Extrasensory	Psychic	Special	80	100	30	Normal	—
26	Iron Defense	Steel	Status	—	—	15	Self	—
30	Safeguard	Normal	Status	—	—	25	2 Allies	—
33	Block	Normal	Status	—	—	5	Normal	—
38	Gyro Ball	Steel	Physical	—	100	5	Normal	○
43	Future Sight	Psychic	Special	80	90	15	Normal	—
50	Faint Attack	Dark	Physical	60	—	20	Normal	○
61	Payback	Dark	Physical	50	100	10	Normal	○
67	Heal Block	Psychic	Status	—	100	15	2 Foes	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status	—	—	5	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	○
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

To Contents

No. 438 | Bonsai Pokémon
Bonsly

Rock



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 1'08"
● WEIGHT: 33.1 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
● Sturdy
● Rock Head

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★ SKILL ★☆☆ STAMINA ★★★★ JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Big Forest Pokéwalker Route
Pokémon SoulSilver	Big Forest Pokéwalker Route
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Route 209
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
In order to adjust the level of fluids in its body, it exudes water from its eyes. This makes it appear to be crying.

Pokémon SoulSilver
In order to adjust the level of fluids in its body, it exudes water from its eyes. This makes it appear to be crying.

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fake Tears	Dark	Status	—	100	20	Normal	—
1	Copycat	Normal	Status	—	—	20	Depends	—
6	Flail	Normal	Physical	—	100	15	Normal	○
9	Low Kick	Fighting	Physical	—	100	20	Normal	○
14	Rock Throw	Rock	Physical	50	90	15	Normal	—
17	Mimic	Normal	Status	—	—	10	Normal	—
22	Block	Normal	Status	—	—	5	Normal	—
25	Faint Attack	Dark	Physical	60	—	20	Normal	○
30	Rock Tomb	Rock	Physical	50	80	10	Normal	—
33	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
38	Slam	Normal	Physical	80	75	20	Normal	○
41	Sucker Punch	Dark	Physical	80	100	5	Normal	○
46	Double-Edge	Normal	Physical	120	100	15	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	
Role Play	Psychic	Status	—	—	10	Normal	—
Block	Normal	Status			5	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Selfdestruct	Normal	Physical	200	100	5	2 Foes/1 Ally	—
Headbutt	Normal	Physical	70	100	15	Normal	○
Harden	Normal	Status	—	—	30	Self	—
Defense Curl	Normal	Status			40	Self	
Rollout	Rock	Physical	30	90	20	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	

No. 439 | Mime Pokémon
Mime Jr.

Psychic



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'00"
● WEIGHT: 28.7 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
● Soundproof
● Filter

EGG GROUP
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★★☆ POWER ★☆ SKILL ★★★☆☆ STAMINA ★☆☆ JUMP ★★★

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Sinnoh Field Pokéwalker Route
Pokémon SoulSilver	Sinnoh Field Pokéwalker Route
Pokémon Diamond	Route 209
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold
In an attempt to confuse its enemy, it mimics the enemy's movements. Then it wastes no time in making itself scarce!

Pokémon SoulSilver
In an attempt to confuse its enemy, it mimics the enemy's movements. Then it wastes no time in making itself scarce!

EVOLUTION



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● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tickle	Normal	Status	—	100	20	Normal	—
1	Barrier	Psychic	Status	—	—	30	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
4	Copycat	Normal	Status	—	—	20	Depends	—
8	Meditate	Psychic	Status	—	—	40	Self	—
11	Encore	Normal	Status	—	100	5	Normal	—
15	DoubleSlap	Normal	Physical	15	85	10	Normal	○
18	Mimic	Normal	Status	—	—	10	Normal	—
22	Light Screen	Psychic	Status	—	—	30	2 Allies	—
22	Reflect	Psychic	Status	—	—	20	2 Allies	—
25	Psybeam	Psychic	Special	65	100	20	Normal	—
29	Substitute	Normal	Status	—	—	10	Self	—
32	Recycle	Normal	Status	—	—	10	Self	—
36	Trick	Psychic	Status	—	100	10	Normal	—
39	Psychic	Psychic	Special	90	100	10	Normal	—
43	Role Play	Psychic	Status	—	—	10	Normal	—
46	Baton Pass	Normal	Status	—	—	40	Self	—
50	Safeguard	Normal	Status	—	—	25	2 Allies	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

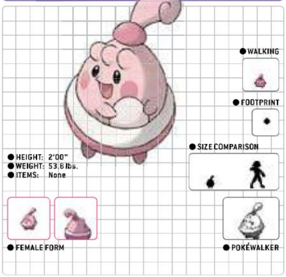
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Future Sight	Psychic	Special	80	90	15	Normal	—
Hypnosis	Psychic	Status	—	60	20	Normal	—
Mimic	Normal	Status	—	—	10	Normal	—
Psych Up	Normal	Status	—	—	10	Normal	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
Teeter Dance	Normal	Status	—	100	20	2 Foes/1 Ally	—
Healing Wish	Psychic	Status	—	—	10	Self	—
Charm	Normal	Status	—	100	20	Normal	—
Nasty Plot	Dark	Status	—	—	20	Self	—

To Contents

No. 440 | Playhouse Pokémon
Happiny

Normal



- HEIGHT: 2'00"
- WEIGHT: 53.8 lbs.
- ITEMS: None

ABILITIES
- Natural Cure
- Serene Grace

EGG GROUP
No Egg has ever been discovered

STATS
- HP ●●●●
- ATTACK ●
- DEFENSE ●
- SP. ATTACK ●
- SP. DEFENSE ●●
- SPEED ●

PERFORMANCE
SPEED ★★★☆ POWER ★☆☆ SKILL ★★☆☆ STAMINA ★★★☆ JUMP ★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Have Chansey or Blissey hold the Luck Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it
Pokémon SoulSilver	Have Chansey or Blissey hold the Luck Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it
Pokémon Diamond	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Pearl	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)
Pokémon Platinum	Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold: It carefully carries a round, white rock that it thinks is an egg. It's bothered by how curly its hair looks.

Pokémon SoulSilver: It carefully carries a round, white rock that it thinks is an egg. It's bothered by how curly its hair looks.

EVOLUTION



Happiny → Chansey (p. 255) → Blissey (p. 319)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Charm	Normal	Status	—	100	20	Normal	—
5	Copycat	Normal	Status	—	—	20	Depends	—
9	Refresh	Normal	Status	—	—	20	Self	—
12	Sweet Kiss	Normal	Status	—	75	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	
Gravity	Psychic	Status	—	—	5	All	—
Heal Bell	Normal	Status			5	All Allies	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Endeavor	Normal	Physical	—	100	5	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Present	Normal	Physical	—	90	15	Normal	—
Metronome	Normal	Status			10	Depends	
Heal Bell	Normal	Status	—	—	5	All Allies	—
Aromatherapy	Grass	Status			5	All Allies	
Substitute	Normal	Status	—	—	10	Self	—
Counter	Fighting	Physical		100	20	Self	○
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Gravity	Psychic	Status			5	All	
Last Resort	Normal	Physical	130	100	5	Normal	○
Mud Bomb	Ground	Special	65	85	10	Normal	

No. 441 | Music Note Pokémon
Chatot

Normal / Flying



- HEIGHT: 1'08"
- WEIGHT: 4.2 lbs.
- ITEMS: Metronome

ABILITIES
- Keen Eye
- Tangled Feet

EGG GROUP
Flying

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●●
- SP. DEFENSE ●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★☆ STAMINA ★★☆ JUMP ★★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Sprout Tower (Sinnoh Sound)
Pokémon SoulSilver	Sprout Tower (Sinnoh Sound)
Pokémon Diamond	Route 222 (morning and afternoon only)
Pokémon Pearl	Route 222 (morning and afternoon only)
Pokémon Platinum	Route 213 (morning and afternoon only)

Pokémon HeartGold: It mimics the cries of other Pokémon to trick them into thinking it's one of them. This way they won't attack it.

Pokémon SoulSilver: It mimics the cries of other Pokémon to trick them into thinking it's one of them. This way they won't attack it.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Peck	Flying	Physical	35	100	35	Normal	○
5	Growl	Normal	Status	—	100	40	2 Foes	—
9	Mirror Move	Flying	Status	—	—	20	Depends	—
13	Sing	Normal	Status	—	55	15	Normal	—
17	Fury Attack	Normal	Physical	15	85	20	Normal	○
21	Chatter	Flying	Special	60	100	20	Normal	—
25	Taunt	Dark	Status	—	100	20	Normal	—
29	Mimic	Normal	Status	—	—	10	Normal	—
33	Roost	Flying	Status	—	—	10	Self	—
37	Uproar	Normal	Special	50	100	10	1 Random	—
41	FeatherDance	Flying	Status	—	100	15	Normal	—
45	Hyper Voice	Normal	Special	90	100	10	2 Foes	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	○
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Encore	Normal	Status	—	100	5	Normal	—
Night Shade	Ghost	Special	—	100	15	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Nasty Plot	Dark	Status	—	—	20	Self	—
Supersonic	Normal	Status	—	55	20	Normal	—

To Contents

No. 442 | Forbidden Pokémon
Spiritomb

Ghost | Dark



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 238.1 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITY
● Pressure

EGG GROUP
Amorphous

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●

PERFORMANCE
SPEED ★☆ | POWER ★★★☆ | SKILL ★★ | STAMINA ★★★★★ | JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Quiet Cave Pokéwalker Route
Pokémon SoulSilver	Quiet Cave Pokéwalker Route
Pokémon Diamond	Broken stone tower on Route 209*
Pokémon Pearl	Broken stone tower on Route 209*
Pokémon Platinum	Broken stone tower on Route 209*

Pokémon HeartGold
It was formed by uniting 108 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

Pokémon SoulSilver
It was formed by uniting 108 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Curse	???	Status	—	—	10	Normal/Self	—
1	Pursuit	Dark	Physical	40	100	20	Normal	○
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
1	Spite	Ghost	Status	—	100	10	Normal	—
1	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
7	Faint Attack	Dark	Physical	60	—	20	Normal	○
13	Hypnosis	Psychic	Status	—	60	20	Normal	—
19	Dream Eater	Psychic	Special	100	100	15	Normal	—
25	Ominous Wind	Ghost	Special	60	100	5	Normal	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
37	Nasty Plot	Dark	Status	—	—	20	Self	—
43	Memento	Dark	Status	—	100	10	Normal	—
49	Dark Pulse	Dark	Special	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status		100	10	Normal	
Uproar	Normal	Special	50	100	10	1 Random	—
Pain Split	Normal	Status			20	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Destiny Bond	Ghost	Status	—	—	5	Self	—
Pain Split	Normal	Status			20	Normal	
SmokeScreen	Normal	Status	—	100	20	Normal	—
Imprison	Psychic	Status			10	Self	
Grudge	Ghost	Status	—	—	5	Self	—
Shadow Sneak	Ghost	Physical	40	100	30	Normal	○

*After you place the Odd Keystone in the broken stone tower, making it into the Hallowed Tower, greet 32 people in the Underground. Afterward, touch the Hallowed Tower and press the A Button to encounter Spiritomb.

No. 443 | Land Shark Pokémon
Gible

Dragon | Ground



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'04"
● WEIGHT: 45.2 lbs.
● ITEMS: Haban Berry



● MALE FORM
Notched dorsal fin

● FEMALE FORM
No notch on dorsal fin



● POKÉWALKER

ABILITY
● Sand Veil

EGG GROUPS
Monster
Dragon

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●

PERFORMANCE
SPEED ★★★☆ | POWER ★★★☆ | SKILL ★★☆ | STAMINA ★★★ | JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Rocky Beach Area: if Grass and Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Rocky Beach Area: if Grass and Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Wayward Cave B1F (beneath Cycling Road)
Pokémon Pearl	Wayward Cave B1F (beneath Cycling Road)
Pokémon Platinum	Wayward Cave B1F (beneath Cycling Road)

Pokémon HeartGold
It nests in horizontal holes warmed by geothermal heat. Foes who get too close can expect to be pounced on and bitten.

Pokémon SoulSilver
It nests in horizontal holes warmed by geothermal heat. Foes who get too close can expect to be pounced on and bitten.

EVOLUTION



Gible → Gabite → Garchomp

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
3	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Dragon Rage	Dragon	Special	—	100	10	Normal	—
13	Sandstorm	Rock	Status	—	—	10	All	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	—
25	Slash	Normal	Physical	70	100	20	Normal	○
27	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
31	Dig	Ground	Physical	80	100	10	Normal	○
37	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

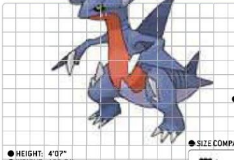
● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
DragonBreath	Dragon	Special	60	100	20	Normal	—
Outrage	Dragon	Physical	120	100	15	1 Random	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Scary Face	Normal	Status	—	90	10	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Thrash	Normal	Physical	90	100	20	1 Random	○
Metal Claw	Steel	Physical	50	95	35	Normal	○
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Body Slam	Normal	Physical	85	100	15	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Mud Shot	Ground	Special	55	95	15	Normal	—

To Contents

No. 444 Cave Pokémon
Gabite

Dragon | Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'07"
● WEIGHT: 123.5 lbs.
● ITEMS: None



● MALE FORM
Notched dorsal fin
● FEMALE FORM
No notch on dorsal fin
● POKÉWALKER

ABILITY
● Sand Veil

EGG GROUPS
Monster
Dragon

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★
POWER ★★★★
SKILL ★★★☆
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Gible to Lv. 24
Pokémon SoulSilver	Level up Gible to Lv. 24
Pokémon Diamond	Level up Gible to Lv. 24
Pokémon Pearl	Level up Gible to Lv. 24
Pokémon Platinum	Victory Road 1F

Pokémon HeartGold
As it digs to expand its nest, it habitually digs up gems that it then hoards in its nest.

Pokémon SoulSilver
As it digs to expand its nest, it habitually digs up gems that it then hoards in its nest.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
3	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Dragon Rage	Dragon	Special	—	100	10	Normal	—
13	Sandstorm	Rock	Status	—	—	10	All	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	—
28	Slash	Normal	Physical	70	100	20	Normal	○
33	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Dig	Ground	Physical	80	100	10	Normal	○
49	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Iron Head	Steel	Physical	80	100	15	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 445 Mach Pokémon
Garchomp

Dragon | Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 6'03"
● WEIGHT: 209.4 lbs.
● ITEMS: None



● MALE FORM
Notched dorsal fin
● FEMALE FORM
No notch on dorsal fin
● POKÉWALKER

ABILITY
● Sand Veil

EGG GROUPS
Monster
Dragon

STATS
HP ●●●●●
ATTACK ●●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★

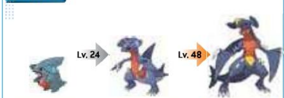
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Gabite to Lv. 48
Pokémon SoulSilver	Level up Gabite to Lv. 48
Pokémon Diamond	Level up Gabite to Lv. 48
Pokémon Pearl	Level up Gabite to Lv. 48
Pokémon Platinum	Level up Gabite to Lv. 48

Pokémon HeartGold
Its body is covered in fine scales that reduce drag, enabling it to fly at high speeds.

Pokémon SoulSilver
Its body is covered in fine scales that reduce drag, enabling it to fly at high speeds.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Dragon Rage	Dragon	Special	—	100	10	Normal	—
1	Sandstorm	Rock	Status	—	—	10	All	—
3	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Dragon Rage	Dragon	Special	—	100	10	Normal	—
13	Sandstorm	Rock	Status	—	—	10	All	—
15	Take Down	Normal	Physical	90	85	20	Normal	○
19	Sand Tomb	Ground	Physical	15	70	15	Normal	—
28	Slash	Normal	Physical	70	100	20	Normal	○
33	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
40	Dig	Ground	Physical	80	100	10	Normal	○
48	Crunch	Dark	Physical	80	100	15	Normal	○
55	Dragon Rush	Dragon	Physical	100	75	10	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

To Contents

No. 446 | Big Eater Pokémon
Munchlax

Normal



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 231.5 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

Pokémon HeartGold
It conceals food under the long fur on its body. It carts around this food stash and swallows it without chewing.

Pokémon SoulSilver
It conceals food under the long fur on its body. It carts around this food stash and swallows it without chewing.

EVOLUTION



Munchlax → Snorlax

p. 270

ABILITIES
- Pickup
- Thick Fat

EGG GROUP
No Egg has ever been discovered

STATS
HP ●●●●●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●

PERFORMANCE
SPEED ★★☆ POWER ★★★☆☆ SKILL ★★☆☆ STAMINA ★★★★☆ JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Quiet Cave Pokéwalker Route
Pokémon SoulSilver	Quiet Cave Pokéwalker Route
Pokémon Diamond	Occasionally appears if you spread Honey on a sweet-smelling tree
Pokémon Pearl	Occasionally appears if you spread Honey on a sweet-smelling tree
Pokémon Platinum	Occasionally appears if you spread Honey on a sweet-smelling tree

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Metronome	Normal	Status	—	—	10	Depends	—
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
4	Defense Curl	Normal	Status	—	—	40	Self	—
9	Amnesia	Psychic	Status	—	—	20	Self	—
12	Lick	Ghost	Physical	20	100	30	Normal	○
17	Recycle	Normal	Status	—	—	10	Self	—
20	Screech	Normal	Status	—	85	40	Normal	—
25	Stockpile	Normal	Status	—	—	20	Self	—
28	Swallow	Normal	Status	—	—	10	Self	—
33	Body Slam	Normal	Physical	85	100	15	Normal	○
36	Fling	Dark	Physical	—	100	10	Normal	—
41	Rollout	Rock	Physical	30	90	20	Normal	○
44	Natural Gift	Normal	Physical	—	100	15	Normal	—
49	Last Resort	Normal	Physical	130	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	○
Superpower	Fighting	Physical	120	100	5	Normal	○
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Lick	Ghost	Physical	20	100	30	Normal	○
Charm	Normal	Status	—	100	20	Normal	—
Double-Edge	Normal	Physical	120	100	15	Normal	○
Curse	???	Status	—	—	10	Normal/Self	—
Substitute	Normal	Status	—	—	10	Self	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○

No. 447 | Emanation Pokémon
Riolu

Fighting



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 44.5 lbs.
- ITEMS: None

MALE/FEMALE HAVE SAME FORM

POKÉWALKER

Pokémon HeartGold
They communicate with one another using their auras. They are able to run all through the night.

Pokémon SoulSilver
They communicate with one another using their auras. They are able to run all through the night.

EVOLUTION



Riolu → Lucario

ABILITIES
- Steadfast
- Inner Focus

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●
ATTACK ●●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆☆ SKILL ★★☆☆☆ STAMINA ★★☆ JUMP ★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Meadow Area: if Rock and Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Meadow Area: if Rock and Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Hatch the Egg you receive from Riley at Iron Island
Pokémon Pearl	Hatch the Egg you receive from Riley at Iron Island
Pokémon Platinum	Hatch the Egg you receive from Riley at Iron Island

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Endure	Normal	Status	—	—	10	Self	—
6	Counter	Fighting	Physical	—	100	20	Self	○
11	Force Palm	Fighting	Physical	60	100	10	Normal	○
15	Feint	Normal	Physical	50	100	10	Normal	—
19	Reversal	Fighting	Physical	—	100	15	Normal	○
24	Screech	Normal	Status	—	85	40	Normal	—
29	Copycat	Normal	Status	—	—	20	Depends	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Low Kick	Fighting	Physical	—	100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Detect	Fighting	Status	—	—	5	Self	—
Bite	Dark	Physical	60	100	25	Normal	○
Mind Reader	Normal	Status	—	—	5	Normal	—
Sky Uppercut	Fighting	Physical	85	90	15	Normal	○
Hi Jump Kick	Fighting	Physical	100	90	20	Normal	○
Agility	Psychic	Status	—	—	30	Self	—
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Crunch	Dark	Physical	80	100	15	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○
Iron Defense	Steel	Status	—	—	15	Self	—
Blaze Kick	Fire	Physical	85	90	10	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○
Follow Me	Normal	Status	—	—	20	Self	—

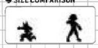
To Contents

No. 448 | Aura Pokémon
Lucario

Fighting | Steel



● WALKING
● FOOTPRINT
● SIZE COMPARISON



● HEIGHT: 3'11"
● WEIGHT: 119.0 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Steadfast
- Inner Focus

EGG GROUPS
- Field
- Human-Like

STATS
- HP ●●●●
- ATTACK ●●●●●
- DEFENSE ●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ | POWER ★★★★☆ | SKILL ★★★★☆ | STAMINA ★★☆ | JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.
Pokémon SoulSilver	Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.
Pokémon Diamond	Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.
Pokémon Pearl	Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.
Pokémon Platinum	Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

Pokémon HeartGold
It's said that no foe can remain invisible to LUCARIO, since it can detect auras. Even foes it could not otherwise see.

Pokémon SoulSilver
It's said that no foe can remain invisible to LUCARIO, since it can detect auras. Even foes it could not otherwise see.

EVOLUTION



Riolu → Level up with high friendship between 4:00 A.M. and 8:00 P.M. → Lucario

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Dark Pulse	Dark	Special	80	100	15	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	○
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Detect	Fighting	Status	—	—	5	Self	—
1	Metal Claw	Steel	Physical	50	95	35	Normal	○
6	Counter	Fighting	Physical	—	100	20	Self	○
11	Force Palm	Fighting	Physical	60	100	10	Normal	○
15	Feint	Normal	Physical	50	100	10	Normal	—
19	Bone Rush	Ground	Physical	25	80	10	Normal	—
24	Metal Sound	Steel	Status	—	85	40	Normal	—
29	Me First	Normal	Status	—	—	20	Depends	—
33	Swords Dance	Normal	Status	—	—	30	Self	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Close Combat	Fighting	Physical	120	100	5	Normal	○
47	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
51	ExtremeSpeed	Normal	Physical	80	100	5	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status			10	Self	
Swift	Normal	Special	60	—	20	2 Foes	—
Role Play	Psychic	Status			10	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Defense	Steel	Status			15	Self	
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	○
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 449 | Hippo Pokémon
Hippopotas

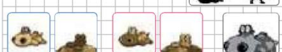
Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON



● HEIGHT: 2'07"
● WEIGHT: 109.1 lbs.
● ITEMS: None



● MALE FORM
Beige face
● FEMALE FORM
Brown face
● POKÉWALKER

ABILITY
- Sand Stream

EGG GROUP
- Field

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●●
- SP. ATTACK ●●
- SP. DEFENSE ●●
- SPEED ●

PERFORMANCE
SPEED ★★☆ | POWER ★★★☆☆ | SKILL ★★☆ | STAMINA ★★★☆☆ | JUMP ★★☆

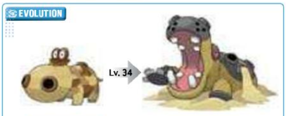
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Ruin Maniac Cave/Maniac Tunnel
Pokémon Pearl	Ruin Maniac Cave/Maniac Tunnel
Pokémon Platinum	Ruin Maniac Cave/Maniac Tunnel

Pokémon HeartGold
It shrouds itself in sand to ward off germs. It travels easily through the sands of the desert.

Pokémon SoulSilver
It shrouds itself in sand to ward off germs. It travels easily through the sands of the desert.

EVOLUTION



Hippopotas → Lv. 34 → Hippowdon

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	—
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	—
13	Yawn	Normal	Status	—	—	10	Normal	—
19	Take Down	Normal	Physical	90	85	20	Normal	—
19	Dig	Ground	Physical	80	100	10	Normal	—
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
31	Crunch	Dark	Physical	80	100	15	Normal	—
37	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
44	Double-Edge	Normal	Physical	120	100	15	Normal	—
50	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	—
TM28	Dig	Ground	Physical	80	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	—
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	—

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Stockpile	Normal	Status	—	—	20	Self	—
Swallow	Normal	Status	—	—	10	Self	—
Spit Up	Normal	Special	—	100	10	Normal	—
Curse	???	Status	—	—	10	Normal/Self	—
Slack Off	Normal	Status	—	—	10	Self	—
Body Slam	Normal	Physical	85	100	15	Normal	—
Sand Tomb	Ground	Physical	15	70	15	Normal	—
Revenge	Fighting	Physical	60	100	10	Normal	—

To Contents

No. 450 | Heavyweight Pokémon
Hippowdon

Ground



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 6'07"
● WEIGHT: 661.4 lbs.
● ITEMS: None



● MALE FORM
Tan body
● FEMALE FORM
Gray body
● POKÉWALKER

ABILITY
● Sand Stream

EGG GROUP
Field

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★☆ POWER ★★★★☆ SKILL ★★ STAMINA ★★★★☆ JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Hippopotas to Lv. 34
Pokémon SoulSilver	Level up Hippopotas to Lv. 34
Pokémon Diamond	Route 228
Pokémon Pearl	Route 228
Pokémon Platinum	Route 228

Pokémon HeartGold
It brandishes its gaping mouth in a display of fearsome strength. It raises vast quantities of sand while attacking.

Pokémon SoulSilver
It brandishes its gaping mouth in a display of fearsome strength. It raises vast quantities of sand while attacking.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Yawn	Normal	Status	—	—	10	Normal	—
7	Bite	Dark	Physical	60	100	25	Normal	○
13	Yawn	Normal	Status	—	—	10	Normal	—
19	Take Down	Normal	Physical	90	85	20	Normal	○
19	Dig	Ground	Physical	80	100	10	Normal	○
25	Sand Tomb	Ground	Physical	15	70	15	Normal	—
31	Crunch	Dark	Physical	80	100	15	Normal	○
40	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
50	Double-Edge	Normal	Physical	120	100	15	Normal	○
60	Fissure	Ground	Physical	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Superpower	Fighting	Physical	120	100	5	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

No. 451 | Scorpion Pokémon
Skorupi

Poison Bug



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 26.5 lbs.
● ITEMS: Poison Barb



● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
● Battle Armor
● Sniper

EGG GROUPS
Bug
Water 3

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★ POWER ★★★☆ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)
Pokémon Diamond	Pastoria Great Marsh (changes daily)
Pokémon Pearl	Pastoria Great Marsh (changes daily)
Pokémon Platinum	Pastoria Great Marsh (changes daily)

Pokémon HeartGold
It burrows under the sand to lie in wait for prey. Its tail claws can inject its prey with a savage poison.

Pokémon SoulSilver
It burrows under the sand to lie in wait for prey. Its tail claws can inject its prey with a savage poison.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
6	Knock Off	Dark	Physical	20	100	20	Normal	○
12	Pin Missile	Bug	Physical	14	85	20	Normal	—
17	Acupressure	Normal	Status	—	—	30	1 Ally	—
23	Scary Face	Normal	Status	—	90	10	Normal	—
28	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
34	Bug Bite	Bug	Physical	60	100	20	Normal	○
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
45	Crunch	Dark	Physical	80	100	15	Normal	○
50	Cross Poison	Poison	Physical	70	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Faint Attack	Dark	Physical	60	—	20	Normal	○
Screech	Normal	Status	—	85	40	Normal	—
Sand-Attack	Ground	Status	—	100	15	Normal	—
Slash	Normal	Physical	70	100	20	Normal	○
Confuse Ray	Ghost	Status	—	100	10	Normal	—
Whirlwind	Normal	Status	—	100	20	Normal	—
Agility	Psychic	Status	—	—	30	Self	—
Pursuit	Dark	Physical	40	100	20	Normal	○
Night Slash	Dark	Physical	70	100	15	Normal	○

To Contents

No. 452 | Ogre Scorp Pokémon
Drapion

Poison | Dark



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 4'03"
● WEIGHT: 135.6 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM
● POKÉWALKER

ABILITIES
- Battle Armor
- Sniper

EGG GROUPS
- Bug
- Water 3

STATS
- HP ●●●
- ATTACK ●●●●
- DEFENSE ●●●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●●●●

PERFORMANCE
- SPEED ★☆
- POWER ★★★★☆
- SKILL ★★★★☆
- STAMINA ★★★★
- JUMP ★★

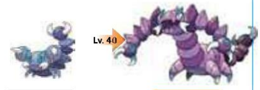
● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Level up Skorupi to Lv. 40
Pokémon SoulSilver	Level up Skorupi to Lv. 40
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

Pokémon HeartGold
It attacks people and Pokémon that cross the desert. This has only furthered its bad reputation.

Pokémon SoulSilver
It attacks people and Pokémon that cross the desert. This has only furthered its bad reputation.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	○
1	Ice Fang	Ice	Physical	65	95	15	Normal	○
1	Fire Fang	Fire	Physical	65	95	15	Normal	○
1	Bite	Dark	Physical	60	100	25	Normal	○
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Knock Off	Dark	Physical	20	100	20	Normal	○
6	Knock Off	Dark	Physical	20	100	20	Normal	○
12	Pin Missile	Bug	Physical	14	85	20	Normal	—
17	Acupressure	Normal	Status	—	—	30	1 Ally	—
23	Scary Face	Normal	Status	—	90	10	Normal	—
28	Toxic Spikes	Poison	Status	—	—	20	2 Foes	—
34	Bug Bite	Bug	Physical	60	100	20	Normal	○
39	Poison Fang	Poison	Physical	50	100	15	Normal	○
49	Crunch	Dark	Physical	80	100	15	Normal	○
58	Cross Poison	Poison	Physical	70	100	20	Normal	○

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM54	False Swipe	Normal	Physical	40	100	40	Normal	○
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 453 | Toxic Mouth Pokémon
Croagunk

Poison | Fighting



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 2'04"
● WEIGHT: 50.7 lbs.
● ITEMS: Black Sludge

● MALE FORM
Higher stripes on abdomen

● FEMALE FORM
Lower stripes on abdomen

● POKÉWALKER

ABILITIES
- Anticipation
- Dry Skin

EGG GROUP
- Human-Like

STATS
- HP ●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●
- SPEED ●●

PERFORMANCE
- SPEED ★★★☆☆
- POWER ★★☆☆
- SKILL ★★★☆☆
- STAMINA ★★☆
- JUMP ★★☆☆

● MAIN WAYS TO OBTAIN

Version	Location
Pokémon HeartGold	Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)
Pokémon SoulSilver	Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)
Pokémon Diamond	Pastoria Great Marsh (changes daily)
Pokémon Pearl	Pastoria Great Marsh (changes daily)
Pokémon Platinum	Route 212, Pastoria City side

Pokémon HeartGold
Fluid squeezed from its finger, albeit poisonous, is a significant ingredient in remedies for lower-back pain.

Pokémon SoulSilver
Fluid squeezed from its finger, albeit poisonous, is a significant ingredient in remedies for lower back pain.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
3	Mud-Slap	Ground	Special	20	100	10	Normal	—
8	Poison Sting	Poison	Physical	15	100	35	Normal	—
10	Taunt	Dark	Status	—	100	20	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
24	Swagger	Normal	Status	—	90	15	Normal	—
29	Mud Bomb	Ground	Special	65	85	10	Normal	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Nasty Plot	Dark	Status	—	—	20	Self	—
38	Poison Jab	Poison	Physical	80	100	20	Normal	○
43	Sludge Bomb	Poison	Special	90	100	10	Normal	—
45	Flatter	Dark	Status	—	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○
Low Kick	Fighting	Physical	—	100	20	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Me First	Normal	Status	—	—	20	Depends	—
Feint	Normal	Physical	50	100	10	Normal	—
DynamicPunch	Fighting	Physical	100	50	5	Normal	○
Headbutt	Normal	Physical	70	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Meditate	Psychic	Status	—	—	40	Self	—
Fake Out	Normal	Physical	40	100	10	Normal	○
Wake-Up Slap	Fighting	Physical	60	100	10	Normal	○
SmellingSalt	Normal	Physical	60	100	10	Normal	○
Cross Chop	Fighting	Physical	100	80	5	Normal	○
Bullet Punch	Steel	Physical	40	100	30	Normal	○
Counter	Fighting	Physical	—	100	20	Self	○

To Contents

No. 454 | Toxic Mouth Pokémon
Toxicroak

Poison | Fighting



WALKING

FOOTPRINT

SIZE COMPARISON



- HEIGHT: 4'03"
- WEIGHT: 97.9 lbs.
- ITEMS: None



- MALE FORM — Larger throat sac
- FEMALE FORM — Smaller throat sac
- POKÉWALKER

Pokémon HeartGold: Swaying and dodging the attacks of its foes, it weaves its flexible body in close, then lunges out with its poisonous claws.

Pokémon SoulSilver: Swaying and dodging the attacks of its foes, it weaves its flexible body in close, then lunges out with its poisonous claws.

EVOLUTION



Croagunk → Lv. 37 → Toxicroak

ABILITIES
- Anticipation
- Dry Skin

EGG GROUP
Human-Like

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★★☆ | POWER ★★★☆ | SKILL ★★★★☆ | STAMINA ★★★☆ | JUMP ★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Level up Croagunk to Lv. 37
Pokémon SoulSilver	Level up Croagunk to Lv. 37
Pokémon Diamond	Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)
Pokémon Pearl	Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)
Pokémon Platinum	Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Astonish	Ghost	Physical	30	100	15	Normal	○
1	Mud-Slap	Ground	Special	20	100	10	Normal	—
1	Poison Sting	Poison	Physical	15	100	35	Normal	—
3	Mud-Slap	Ground	Special	20	100	10	Normal	—
8	Poison Sting	Poison	Physical	15	100	35	Normal	—
10	Taunt	Dark	Status	—	100	20	Normal	—
15	Pursuit	Dark	Physical	40	100	20	Normal	○
17	Faint Attack	Dark	Physical	60	—	20	Normal	○
22	Revenge	Fighting	Physical	60	100	10	Normal	○
24	Swagger	Normal	Status	—	90	15	Normal	—
29	Mud Bomb	Ground	Special	65	85	10	Normal	—
31	Sucker Punch	Dark	Physical	80	100	5	Normal	○
36	Nasty Plot	Dark	Status	—	—	20	Self	—
41	Poison Jab	Poison	Physical	80	100	20	Normal	○
49	Sludge Bomb	Poison	Special	90	100	10	Normal	—
54	Flatter	Dark	Status	—	100	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	○
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Gunk Shot	Poison	Physical	120	70	5	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	○
Super Fang	Normal	Physical	—	90	10	Normal	○
Low Kick	Fighting	Physical		100	20	Normal	○

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

No. 455 | Bug Catcher Pokémon
Carnivine

Grass



WALKING

FOOTPRINT

SIZE COMPARISON



- HEIGHT: 4'07"
- WEIGHT: 59.5 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM
- POKÉWALKER

Pokémon HeartGold: It walks around on its tentacles in search of a tree branch where it can dangle down and ambush prey.

Pokémon SoulSilver: It walks around on its tentacles in search of a tree branch where it can dangle down and ambush prey.

EVOLUTION

Does not evolve

ABILITY
- Levitate

EGG GROUP
Grass

STATS
HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
SPEED ★★☆ | POWER ★★★☆☆ | SKILL ★★☆ | STAMINA ★★☆ | JUMP ★★★★★

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Ilex Forest (Sinnoh Sound)
Pokémon SoulSilver	Ilex Forest (Sinnoh Sound)
Pokémon Diamond	Pastoria Great Marsh (changes daily)
Pokémon Pearl	Pastoria Great Marsh (changes daily)
Pokémon Platinum	Pastoria Great Marsh (changes daily)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bind	Normal	Physical	15	75	20	Normal	○
1	Growth	Normal	Status	—	—	40	Self	—
7	Bite	Dark	Physical	60	100	25	Normal	○
11	Vine Whip	Grass	Physical	35	100	15	Normal	○
17	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
21	Ingrain	Grass	Status	—	—	20	Self	—
27	Faint Attack	Dark	Physical	60	—	20	Normal	○
31	Stockpile	Normal	Status	—	—	20	Self	—
31	Spit Up	Normal	Special	—	100	10	Normal	—
31	Swallow	Normal	Status	—	—	10	Self	—
37	Crunch	Dark	Physical	80	100	15	Normal	○
41	Wring Out	Normal	Special	—	100	5	Normal	○
47	Power Whip	Grass	Physical	120	85	10	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Bug Bite	Bug	Physical	60	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Gastro Acid	Poison	Status	—	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sleep Powder	Grass	Status	—	75	15	Normal	—
Stun Spore	Grass	Status	—	75	30	Normal	—
Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
Slam	Normal	Physical	80	75	20	Normal	○
Synthesis	Grass	Status	—	—	5	Self	—
Magical Leaf	Grass	Special	60	—	20	Normal	—
Leech Seed	Grass	Status	—	90	10	Normal	—
Worry Seed	Grass	Status	—	100	10	Normal	—

To Contents

No. 456 | Wing Fish Pokémon
Finneon

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 15.4 lbs.
● ITEMS: None



● MALE FORM
Bottom lobes of tail fins are smaller

● FEMALE FORM
Bottom lobes of tail fins are larger

● POKÉWALKER

ABILITIES
- Swift Swim
- Storm Drain

EGG GROUP
Water 2

STATS
HP ●●
ATTACK ●●
DEFENSE ●●
SP. ATTACK ●●
SP. DEFENSE ●●
SPEED ●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★☆ SKILL ★★☆☆ STAMINA ★★☆☆☆ JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Stormy Beach Pokéwalker Route
Pokémon SoulSilver	Stormy Beach Pokéwalker Route
Pokémon Diamond	Route 218 [Good Rod]
Pokémon Pearl	Route 218 [Good Rod]
Pokémon Platinum	Route 218 [Good Rod]

Pokémon HeartGold
Swimming and fluttering its two tail fins, it looks like a BEAUTIFLY. At night, the patterns on its tail fins softly shine.

Pokémon SoulSilver
Swimming and fluttering its two tail fins, it looks like a BEAUTIFLY. At night, the patterns on its tail fins softly shine.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Attract	Normal	Status	—	100	15	Normal	—
13	Rain Dance	Water	Status	—	—	5	All	—
17	Gust	Flying	Special	40	100	35	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
26	Captivate	Normal	Status	—	100	20	2 Foes	—
29	Safeguard	Normal	Status	—	—	25	2 Allies	—
33	Aqua Ring	Water	Status	—	—	20	Self	—
38	Whirlpool	Water	Special	15	70	15	Normal	—
42	U-turn	Bug	Physical	70	100	20	Normal	○
45	Bounce	Flying	Physical	85	85	5	Normal	○
49	Silver Wind	Bug	Special	60	100	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60		20	2 Foes	
Tailwind	Flying	Status	—	—	30	2 Allies	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

● EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Sweet Kiss	Normal	Status	—	75	10	Normal	—
Charm	Normal	Status		100	20	Normal	
Flail	Normal	Physical	—	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Splash	Normal	Status	—	—	40	Self	—
Psybeam	Psychic	Special	65	100	20	Normal	
Tickle	Normal	Status	—	100	20	Normal	—
Agility	Psychic	Status			30	Self	

No. 457 | Neon Pokémon
Lumineon

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'11"
● WEIGHT: 52.9 lbs.
● ITEMS: None



● MALE FORM
Bottom lobes of tail fins are shorter

● FEMALE FORM
Bottom lobes of tail fins are longer

● POKÉWALKER

ABILITIES
- Swift Swim
- Storm Drain

EGG GROUP
Water 2

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★☆☆ SKILL ★★★☆ STAMINA ★★★☆☆ JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Finneon to Lv. 31
Pokémon SoulSilver	Level up Finneon to Lv. 31
Pokémon Diamond	Route 218 [Super Rod]
Pokémon Pearl	Route 218 [Super Rod]
Pokémon Platinum	Route 218 [Super Rod]

Pokémon HeartGold
LUMINEON swimming in the darkness of the deep sea look like stars shining in the night sky.

Pokémon SoulSilver
LUMINEON swimming in the darkness of the deep sea look like stars shining in the night sky.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Pound	Normal	Physical	40	100	35	Normal	○
1	Water Gun	Water	Special	40	100	25	Normal	—
1	Attract	Normal	Status	—	100	15	Normal	—
6	Water Gun	Water	Special	40	100	25	Normal	—
10	Attract	Normal	Status	—	100	15	Normal	—
13	Rain Dance	Water	Status	—	—	5	All	—
17	Gust	Flying	Special	40	100	35	Normal	—
22	Water Pulse	Water	Special	60	100	20	Normal	—
26	Captivate	Normal	Status	—	100	20	2 Foes	—
29	Safeguard	Normal	Status	—	—	25	2 Allies	—
35	Aqua Ring	Water	Status	—	—	20	Self	—
42	Whirlpool	Water	Special	15	70	15	Normal	—
48	U-turn	Bug	Physical	70	100	20	Normal	○
53	Bounce	Flying	Physical	85	85	5	Normal	○
59	Silver Wind	Bug	Special	60	100	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Twister	Dragon	Special	40	100	20	2 Foes	—
Bounce	Flying	Physical	85	85	5	Normal	○

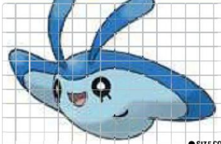
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	○
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	○

To Contents

No. 458 | Kite Pokémon
Mantyke

Water | Flying



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 143.3 lbs.
- ITEMS: None



MALE/FEMALE HAVE SAME FORM

POKÉWALKER

ABILITIES
- Swift Swim
- Water Absorb

EGG GROUPS

No Egg has ever been discovered

STATS
- HP ●●
- ATTACK ●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●●●
- SPEED ●●

PERFORMANCE
- SPEED ★★★☆
- POWER ★★☆
- SKILL ★★
- STAMINA ★★★☆
- JUMP ★★★☆

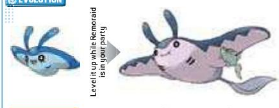
MAIN WAYS TO OBTAIN

Pokémon HeartGold	Have Mantine ♀ hold the Wave Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it
Pokémon SoulSilver	—
Pokémon Diamond	Route 223 (water surface)
Pokémon Pearl	Route 223 (water surface)
Pokémon Platinum	Route 223 (water surface)

Pokémon HeartGold: When it swims close to the surface of the ocean, people aboard ships are able to observe the pattern on its back.

Pokémon SoulSilver: When it swims close to the surface of the ocean, people aboard ships are able to observe the pattern on its back.

EVOLUTION



Mantyke → Mantine

p. 311

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Bubble	Water	Special	20	100	30	2 Foes	—
4	Supersonic	Normal	Status	—	55	20	Normal	—
10	BubbleBeam	Water	Special	65	100	20	Normal	—
13	Headbutt	Normal	Physical	70	100	15	Normal	◯
19	Agility	Psychic	Status	—	—	30	Self	—
22	Wing Attack	Flying	Physical	60	100	35	Normal	◯
28	Water Pulse	Water	Special	60	100	20	Normal	—
31	Take Down	Normal	Physical	90	85	20	Normal	◯
37	Confuse Ray	Ghost	Status	—	100	10	Normal	—
40	Bounce	Flying	Physical	85	85	5	Normal	◯
46	Aqua Ring	Water	Status	—	—	20	Self	—
49	Hydro Pump	Water	Special	120	80	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60		20	2 Foes	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Twister	Dragon	Special	40	100	20	2 Foes	—
Hydro Pump	Water	Special	120	80	5	Normal	
Haze	Ice	Status	—	—	30	All	—
Slam	Normal	Physical	80	75	20	Normal	◯
Mud Sport	Ground	Status	—	—	15	All	—
Rock Slide	Rock	Physical	75	90	10	2 Foes	
Mirror Coat	Psychic	Special	—	100	20	Self	—
Water Sport	Water	Status			15	All	
Splash	Normal	Status	—	—	40	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	—

No. 459 | Frost Tree Pokémon
Snover

Grass | Ice



WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 111.3 lbs.
- ITEMS: None



MALE FORM — Shorter white section

FEMALE FORM — Longer white section

POKÉWALKER

ABILITY
- Snow Warning

EGG GROUPS
- Monster
- Grass

STATS
- HP ●●●
- ATTACK ●●●
- DEFENSE ●●
- SP. ATTACK ●●●
- SP. DEFENSE ●●●
- SPEED ●●

PERFORMANCE
- SPEED ★★☆☆
- POWER ★★☆☆
- SKILL ★★★☆
- STAMINA ★★★☆
- JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Icy Mountain Rd., Pokéwalker Route
Pokémon SoulSilver	Icy Mountain Rd., Pokéwalker Route
Pokémon Diamond	Route 216
Pokémon Pearl	Route 216
Pokémon Platinum	Route 216

Pokémon HeartGold: During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered summit in the spring.

Pokémon SoulSilver: During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered summit in the spring.

EVOLUTION



Snover → Abomasnow

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
5	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	Icy Wind	Ice	Special	55	95	15	2 Foes	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Swagger	Normal	Status	—	90	15	Normal	—
21	Mist	Ice	Status	—	—	30	2 Allies	—
26	Ice Shard	Ice	Physical	40	100	30	Normal	—
31	Ingrain	Grass	Status	—	—	20	Self	—
36	Wood Hammer	Grass	Physical	120	100	15	Normal	◯
41	Blizzard	Ice	Special	120	70	5	2 Foes	—
46	Sheer Cold	Ice	Special	—	30	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

EGG MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Leech Seed	Grass	Status	—	90	10	Normal	—
Magical Leaf	Grass	Special	60	—	20	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Growth	Normal	Status	—	—	40	Self	—
Double-Edge	Normal	Physical	120	100	15	Normal	◯
Mist	Ice	Status	—	—	30	2 Allies	—
Stomp	Normal	Physical	65	100	20	Normal	◯
Skull Bash	Normal	Physical	100	100	15	Normal	◯

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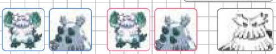
No. 460 | Frost Tree Pokémon
Abomasnow

Grass | Ice



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 7'03"
● WEIGHT: 298.7 lbs.
● ITEMS: None



● MALE FORM — Shorter fur on chest
● FEMALE FORM — Longer fur on chest
● POKÉWALKER

ABILITY
- Snow Warning

EGG GROUPS
- Monster
- Grass

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★ | POWER ★★★☆☆ | SKILL ★★★★☆ | STAMINA ★★★★☆ | JUMP ★★

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Snover to Lv. 40
Pokémon SoulSilver	Level up Snover to Lv. 40
Pokémon Diamond	Mt. Coronet Peak 1
Pokémon Pearl	Mt. Coronet Peak 1
Pokémon Platinum	Mt. Coronet Peak 1

Pokémon HeartGold: It lives a quiet life on mountains that are perpetually covered in snow. It hides itself by whipping up blizzards.

Pokémon SoulSilver: It lives a quiet life on mountains that are perpetually covered in snow. It hides itself by whipping up blizzards.

EVOLUTION



● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ice Punch	Ice	Physical	75	100	15	Normal	◯
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
1	Icy Wind	Ice	Special	55	95	15	2 Foes	—
5	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
9	Icy Wind	Ice	Special	55	95	15	2 Foes	—
13	GrassWhistle	Grass	Status	—	55	15	Normal	—
17	Swagger	Normal	Status	—	90	15	Normal	—
21	Mist	Ice	Status	—	—	30	2 Allies	—
26	Ice Shard	Ice	Physical	40	100	30	Normal	—
31	Ingrain	Grass	Status	—	—	20	Self	—
36	Wood Hammer	Grass	Physical	120	100	15	Normal	◯
47	Blizzard	Ice	Special	120	70	5	2 Foes	—
58	Sheer Cold	Ice	Special	—	30	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status			5	Self	
Worry Seed	Grass	Status	—	100	10	Normal	—
Role Play	Psychic	Status			10	Normal	
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Outrage	Dragon	Physical	120	100	15	1 Random	◯
Seed Bomb	Grass	Physical	80	100	15	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 461 | Sharp Claw Pokémon
Weavile

Dark | Ice



● WALKING
● FOOTPRINT
● SIZE COMPARISON

● HEIGHT: 3'07"
● WEIGHT: 75.0 lbs.
● ITEMS: None



● MALE FORM — Longer ears
● FEMALE FORM — Shorter ears
● POKÉWALKER

ABILITY
- Pressure

EGG GROUPS
- Field

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★☆ | POWER ★★★★☆ | SKILL ★★★☆☆ | STAMINA ★★☆ | JUMP ★★☆

● MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.
Pokémon SoulSilver	Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.
Pokémon Diamond	Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.
Pokémon Pearl	Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.
Pokémon Platinum	Have Sneasel hold the Razor Claw and level it up between 8:00 P.M. and 4:00 A.M.

Pokémon HeartGold: It lives in snowy regions. It carves patterns in trees with its claws as a signal to others.

Pokémon SoulSilver: It lives in snowy regions. It carves patterns in trees with its claws as a signal to others.

EVOLUTION



p. 306

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Embargo	Dark	Status	—	100	15	Normal	—
1	Revenge	Fighting	Physical	60	100	10	Normal	◯
1	Assurance	Dark	Physical	50	100	10	Normal	◯
1	Scratch	Normal	Physical	40	100	35	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Taunt	Dark	Status	—	100	20	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
8	Quick Attack	Normal	Physical	40	100	30	Normal	◯
10	Screech	Normal	Status	—	85	40	Normal	—
14	Faint Attack	Dark	Physical	60	—	20	Normal	◯
21	Fury Swipes	Normal	Physical	18	80	15	Normal	◯
24	Nasty Plot	Dark	Status	—	—	20	Self	—
28	Icy Wind	Ice	Special	55	95	15	2 Foes	—
35	Night Slash	Dark	Physical	70	100	15	Normal	◯
38	Fling	Dark	Physical	—	100	10	Normal	—
42	Metal Claw	Steel	Physical	50	95	35	Normal	◯
49	Dark Pulse	Dark	Special	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 462 | Magnet Area Pokémon
Magnezone

Electric | Steel



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 3'11"
● WEIGHT: 396.8 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

ABILITIES
- Magnet Pull
- Sturdy

EGG GROUPS
Mineral

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★ POWER ★★★ SKILL ★★★★☆ STAMINA ★★★☆ JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Make Magneton level up on Mt. Coronet
Pokémon Pearl	Make Magneton level up on Mt. Coronet
Pokémon Platinum	Make Magneton level up on Mt. Coronet

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

Pokémon HeartGold
Exposure to a special magnetic field changed MAGNETON's molecular structure, turning it into MAGNEZONE.

Pokémon SoulSilver
Exposure to a special magnetic field changed MAGNETON's molecular structure, turning it into MAGNEZONE.

EVOLUTION



Magnemite p. 239 → Magneton p. 239 → Magnezone

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Mirror Coat	Psychic	Special	—	100	20	Self	—
1	Barrier	Psychic	Status	—	—	30	Self	—
1	Metal Sound	Steel	Status	—	85	40	Normal	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Supersonic	Normal	Status	—	55	20	Normal	—
6	ThunderShock	Electric	Special	40	100	30	Normal	—
11	Supersonic	Normal	Status	—	55	20	Normal	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Thunder Wave	Electric	Status	—	100	20	Normal	—
22	Spark	Electric	Physical	65	100	20	Normal	◯
27	Lock-On	Normal	Status	—	—	5	Normal	—
30	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
34	Screech	Normal	Status	—	85	40	Normal	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
46	Mirror Shot	Steel	Special	65	85	10	Normal	—
50	Magnet Rise	Electric	Status	—	—	10	Self	—
54	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
60	Zap Cannon	Electric	Special	120	50	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

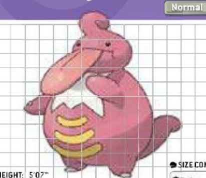
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Snore	Normal	Special	40	100	15	Normal	
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60		20	2 Foes	
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status			15	Self	
Rollout	Rock	Physical	30	90	20	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Iron Defense	Steel	Status			15	Self	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—

No. 463 | Licking Pokémon
Lickilicky

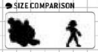
Normal



● WALKING

● FOOTPRINT

● SIZE COMPARISON



● HEIGHT: 5'07"
● WEIGHT: 308.6 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Own Tempo
- Oblivious

EGG GROUPS
Monster

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★ POWER ★★★☆ SKILL ★★★★☆ STAMINA ★★★★☆ JUMP ★★

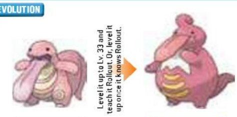
● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout
Pokémon SoulSilver	Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout
Pokémon Diamond	Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout
Pokémon Pearl	Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout
Pokémon Platinum	Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

Pokémon HeartGold
Its saliva can decompose anything. It wraps its long tongue around things to coat them with its sticky saliva.

Pokémon SoulSilver
It has space in its throat to store saliva. It can also roll up its tongue and store it in the same spot.

EVOLUTION



Lickitung p. 252 → Lickilicky

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Lick	Ghost	Physical	20	100	30	Normal	◯
5	Supersonic	Normal	Status	—	55	20	Normal	—
9	Defense Curl	Normal	Status	—	—	40	Self	—
13	Knock Off	Dark	Physical	20	100	20	Normal	◯
17	Wrap	Normal	Physical	15	85	20	Normal	◯
21	Stomp	Normal	Physical	65	100	20	Normal	◯
25	Disable	Normal	Status	—	80	20	Normal	—
29	Slam	Normal	Physical	80	75	20	Normal	◯
33	Rollout	Rock	Physical	30	90	20	Normal	◯
37	Me First	Normal	Status	—	—	20	Depends	—
41	Refresh	Normal	Status	—	—	20	Self	—
45	Screech	Normal	Status	—	85	40	Normal	—
49	Power Whip	Grass	Physical	120	85	10	Normal	◯
53	Wring Out	Normal	Special	—	100	5	Normal	◯
57	Gyro Ball	Steel	Physical	—	100	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM74	Gyro Ball	Steel	Physical	—	100	5	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 464 | Drill Pokémon
Rhyperior

Ground | Rock



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 7'10"
- WEIGHT: 623.5 lbs.
- ITEMS: None

- MALE FORM: Longer upper horn
- FEMALE FORM: Shorter upper horn
- POKÉWALKER

ABILITIES
- Lightningrod
- Solid Rock

EGG GROUPS
- Monster
- Field

STATS: HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
- SPEED ★
- POWER ★★★★★
- SKILL ★★☆☆
- STAMINA ★★★★★
- JUMP ★★

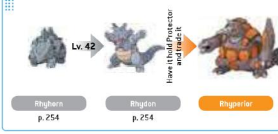
MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Link trade Rhydon while it holds the Protector
Pokémon SoulSilver	Link trade Rhydon while it holds the Protector
Pokémon Diamond	Link trade Rhydon while it holds the Protector
Pokémon Pearl	Link trade Rhydon while it holds the Protector
Pokémon Platinum	Link trade Rhydon while it holds the Protector

Pokémon HeartGold: From holes in its palms, it fires out GEODUDE. Its carapace can withstand volcanic eruptions.

Pokémon SoulSilver: From holes in its palms, it fires out GEODUDE. Its carapace can withstand volcanic eruptions.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Poison Jab	Poison	Physical	80	100	20	Normal	◯
1	Horn Attack	Normal	Physical	65	100	25	Normal	◯
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Stomp	Normal	Physical	65	100	20	Normal	◯
1	Fury Attack	Normal	Physical	15	85	20	Normal	◯
9	Stomp	Normal	Physical	65	100	20	Normal	◯
13	Fury Attack	Normal	Physical	15	85	20	Normal	◯
21	Scary Face	Normal	Status	—	90	10	Normal	—
25	Rock Blast	Rock	Physical	25	80	10	Normal	—
33	Take Down	Normal	Physical	90	85	20	Normal	◯
37	Horn Drill	Normal	Physical	—	30	5	Normal	◯
42	Hammer Arm	Fighting	Physical	100	90	10	Normal	◯
45	Stone Edge	Rock	Physical	100	80	5	Normal	—
49	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
57	Megahorn	Bug	Physical	120	85	10	Normal	◯
61	Rock Wrecker	Rock	Physical	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	◯
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 465 | Vine Pokémon
Tangrowth

Grass



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 6'07"
- WEIGHT: 283.5 lbs.
- ITEMS: None

- MALE FORM: Hands are partly red
- FEMALE FORM: Hands are completely red
- POKÉWALKER

ABILITIES
- Chlorophyll
- Leaf Guard

EGG GROUPS
- Grass

STATS: HP, ATTACK, DEFENSE, SP. ATTACK, SP. DEFENSE, SPEED

PERFORMANCE
- SPEED ★☆
- POWER ★★★☆☆
- SKILL ★★★★☆
- STAMINA ★★★★★
- JUMP ★★

MAIN WAYS TO OBTAIN

Version	Method
Pokémon HeartGold	Level up Tangela to Lv. 33 and teach it AncientPower, or level it up once it knows AncientPower
Pokémon SoulSilver	Level up Tangela to Lv. 33 and teach it AncientPower, or level it up once it knows AncientPower
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	Level up Tangela to Lv. 33 and teach it AncientPower, or level it up once it knows AncientPower

Pokémon HeartGold: When it remains still, it appears to be a large shrub. Unsuspecting prey that wander near get ensnared by its vines.

Pokémon SoulSilver: Its vines grow so profusely that, in the warm season, you can't even see its eyes.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ingrain	Grass	Status	—	—	20	Self	—
1	Constrict	Normal	Physical	10	100	35	Normal	◯
5	Sleep Powder	Grass	Status	—	75	15	Normal	—
8	Absorb	Grass	Special	20	100	25	Normal	—
12	Growth	Normal	Status	—	—	40	Self	—
15	PoisonPowder	Poison	Status	—	75	35	Normal	—
19	Vine Whip	Grass	Physical	35	100	15	Normal	◯
22	Bind	Normal	Physical	15	75	20	Normal	◯
26	Mega Drain	Grass	Special	40	100	15	Normal	—
29	Stun Spore	Grass	Status	—	75	30	Normal	—
33	AncientPower	Rock	Special	60	100	5	Normal	—
36	Knock Off	Dark	Physical	20	100	20	Normal	◯
40	Natural Gift	Normal	Physical	—	100	15	Normal	—
43	Slam	Normal	Physical	80	75	20	Normal	◯
47	Tickle	Normal	Status	—	100	20	Normal	—
50	Wring Out	Normal	Special	—	100	5	Normal	◯
54	Power Whip	Grass	Physical	120	85	10	Normal	◯
57	Block	Normal	Status	—	—	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

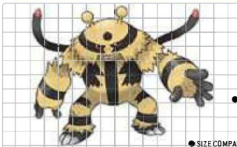
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 466 | Thunderbolt Pokémon
Electivire

Electric



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'11"
● WEIGHT: 305.6 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Motor Drive

EGG GROUPS
Human-Like

STATS
HP ●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★★★
JUMP ★★

Pokémon HeartGold: As its electric charge amplifies, blue sparks begin to crackle between its horns.

Pokémon SoulSilver: As its electric charge amplifies, blue sparks begin to crackle between its horns.

EVOLUTION



Elekid p. 318 → Electabuzz p. 261 → Electivire

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Electabuzz while it holds the Electirizer
Pokémon SoulSilver	Link trade Electabuzz while it holds the Electirizer
Pokémon Diamond	Link trade Electabuzz while it holds the Electirizer
Pokémon Pearl	Link trade Electabuzz while it holds the Electirizer
Pokémon Platinum	Link trade Electabuzz while it holds the Electirizer

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	◯
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Low Kick	Fighting	Physical	—	100	20	Normal	◯
7	ThunderShock	Electric	Special	40	100	30	Normal	—
10	Low Kick	Fighting	Physical	—	100	20	Normal	◯
16	Swift	Normal	Special	60	—	20	2 Foes	—
19	Shock Wave	Electric	Special	60	—	20	Normal	—
25	Light Screen	Psychic	Status	—	—	30	2 Allies	—
28	ThunderPunch	Electric	Physical	75	100	15	Normal	◯
37	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
43	Thunderbolt	Electric	Special	95	100	15	Normal	—
52	Screech	Normal	Status	—	85	40	Normal	—
58	Thunder	Electric	Special	120	70	10	Normal	—
67	Giga Impact	Normal	Physical	150	90	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Magnet Rise	Electric	Status			10	Self	
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—
Low Kick	Fighting	Physical		100	20	Normal	◯

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 467 | Blast Pokémon
Magmortar

Fire



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'03"
● WEIGHT: 149.9 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Flame Body

EGG GROUPS
Human-Like

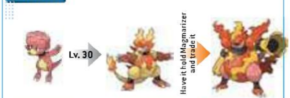
STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★★★☆
JUMP ★★

Pokémon HeartGold: It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

Pokémon SoulSilver: It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

EVOLUTION



Magby p. 318 → Magmar p. 261 → Magmortar

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Link trade Magmar while it holds the Magmarizer
Pokémon SoulSilver	Link trade Magmar while it holds the Magmarizer
Pokémon Diamond	Link trade Magmar while it holds the Magmarizer
Pokémon Pearl	Link trade Magmar while it holds the Magmarizer
Pokémon Platinum	Link trade Magmar while it holds the Magmarizer

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	ThunderPunch	Electric	Physical	75	100	15	Normal	◯
1	Smog	Poison	Special	20	70	20	Normal	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Ember	Fire	Special	40	100	25	Normal	—
1	SmokeScreen	Normal	Status	—	100	20	Normal	—
7	Ember	Fire	Special	40	100	25	Normal	—
10	SmokeScreen	Normal	Status	—	100	20	Normal	—
16	Faint Attack	Dark	Physical	60	—	20	Normal	◯
19	Fire Spin	Fire	Special	15	70	15	Normal	—
25	Confuse Ray	Ghost	Status	—	100	10	Normal	—
28	Fire Punch	Fire	Physical	75	100	15	Normal	◯
37	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
43	Flamethrower	Fire	Special	95	100	15	Normal	—
52	Sunny Day	Fire	Status	—	—	5	All	—
58	Fire Blast	Fire	Special	120	85	5	Normal	—
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

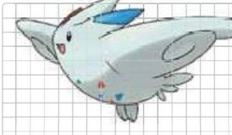
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 468 | Jubilee Pokémon
Togekiss

Normal | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'11"
● WEIGHT: 83.8 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Hustle
- Serene Grace

EGG GROUPS
- Flying
- Fairy

STATS
HP ●●●
ATTACK ●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★★☆ SKILL ★★★☆ STAMINA ★★★☆ JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Use Shiny Stone on Togetic

Pokémon SoulSilver Use Shiny Stone on Togetic

Pokémon Diamond Use Shiny Stone on Togetic

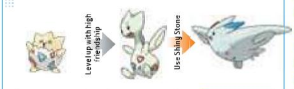
Pokémon Pearl Use Shiny Stone on Togetic

Pokémon Platinum Use Shiny Stone on Togetic

Pokémon HeartGold
As everyone knows, it visits peaceful regions, bringing them gifts of kindness and sweet blessings.

Pokémon SoulSilver
As everyone knows, it visits peaceful regions, bringing them gifts of kindness and sweet blessings.

EVOLUTION



Togepi p. 286 → Togetic p. 286 → Togekiss

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Sky Attack	Flying	Physical	140	90	5	Normal	—
1	ExtremeSpeed	Normal	Physical	80	100	5	Normal	◯
1	Aura Sphere	Fighting	Special	90	—	20	Normal	—
1	Air Slash	Flying	Special	75	95	20	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

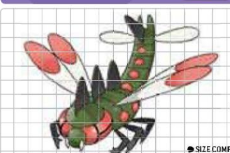
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status		100	10	Normal	
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	
Magic Coat	Psychic	Status	—	—	15	Self	—
Heal Bell	Normal	Status			5	All Allies	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	
Heat Wave	Fire	Special	100	90	10	2 Foes	—
Sky Attack	Flying	Physical	140	90	5	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM88	Pluck	Flying	Physical	60	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

No. 469 | Ogre Darner Pokémon
Yanmega

Bug | Flying



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 6'03"
● WEIGHT: 113.5 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITIES
- Speed Boost
- Tinted Lens

EGG GROUPS
- Bug

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆ POWER ★★☆ SKILL ★☆☆ STAMINA ★★★ JUMP ★★★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Yanma to Lv. 33 and have it learn Ancient-Power, or level it up once it knows AncientPower

Pokémon SoulSilver Level up Yanma to Lv. 33 and have it learn Ancient-Power, or level it up once it knows AncientPower

Pokémon Diamond Level up Yanma to Lv. 33 and have it learn Ancient-Power, or level it up once it knows AncientPower

Pokémon Pearl Level up Yanma to Lv. 33 and have it learn Ancient-Power, or level it up once it knows AncientPower

Pokémon Platinum Level up Yanma to Lv. 33 and have it learn Ancient-Power, or level it up once it knows AncientPower

Pokémon HeartGold
This six-legged Pokémon is easily capable of transporting an adult in flight. The wings on its tail help it stay balanced.

Pokémon SoulSilver
The beat of its wings is so powerful that it accidentally dislodges full-grown trees when it takes off in flight.

EVOLUTION



Yanma p. 295 → Yanmega

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Night Slash	Dark	Physical	70	100	15	Normal	◯
1	Bug Bite	Bug	Physical	60	100	20	Normal	◯
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Foresight	Normal	Status	—	—	40	Normal	—
1	Quick Attack	Normal	Physical	40	100	30	Normal	◯
1	Double Team	Normal	Status	—	—	15	Self	—
6	Quick Attack	Normal	Physical	40	100	30	Normal	◯
11	Double Team	Normal	Status	—	—	15	Self	—
14	SonicBoom	Normal	Special	—	90	20	Normal	—
17	Detect	Fighting	Status	—	—	5	Self	—
22	Supersonic	Normal	Status	—	55	20	Normal	—
27	Uproar	Normal	Special	50	100	10	1 Random	—
30	Pursuit	Dark	Physical	40	100	20	Normal	◯
33	AncientPower	Rock	Special	60	100	5	Normal	—
38	Feint	Normal	Physical	50	100	10	Normal	—
43	Slash	Normal	Physical	70	100	20	Normal	◯
46	Screech	Normal	Status	—	85	40	Normal	—
49	U-turn	Bug	Physical	70	100	20	Normal	◯
54	Air Slash	Flying	Special	75	95	20	Normal	—
57	Bug Buzz	Bug	Special	90	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
String Shot	Bug	Status	—	95	40	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—

To Contents

No. 470 | Verdant Pokémon
Leafeon

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 3'03"
● WEIGHT: 56.2 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Leaf Guard

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★☆
SKILL ★★★☆
STAMINA ★★★★☆
JUMP ★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Eevee in Eterna Forest (interior) near the moss-covered rock
Pokémon Pearl	Level up Eevee in Eterna Forest (interior) near the moss-covered rock
Pokémon Platinum	Level up Eevee in Eterna Forest (interior) near the moss-covered rock

Pokémon HeartGold
When you see LEAFEON asleep in a patch of sunshine, you'll know it is using photosynthesis to produce clean air.

Pokémon SoulSilver
When you see LEAFEON asleep in a patch of sunshine, you'll know it is using photosynthesis to produce clean air.

EVOLUTION

- Eevee p. 265
- Vaporeon p. 265 — Use Water Stone on Eevee
- Jolteon p. 266 — Use Thunderstone on Eevee
- Flareon p. 266 — Use Fire Stone on Eevee
- Espeon p. 296 — Level up Eevee with high friendship in the morning or afternoon
- Umbreon p. 297 — Level up Eevee with high friendship at night
- Leafeon — Level up Eevee in Eterna Forest*
- Glaceon — Level up Eevee on Route 217*

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Razor Leaf	Grass	Physical	55	95	25	2 Foes	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Synthesis	Grass	Status	—	—	5	Self	—
36	Magical Leaf	Grass	Special	60	—	20	Normal	—
43	Giga Drain	Grass	Special	60	100	10	Normal	—
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	GrassWhistle	Grass	Status	—	55	15	Normal	—
64	Sunny Day	Fire	Status	—	—	5	All	—
71	Leaf Blade	Grass	Physical	90	100	15	Normal	○
78	Swords Dance	Normal	Status	—	—	30	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Knock Off	Dark	Physical	20	100	20	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Synthesis	Grass	Status	—	—	5	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status		100	10	Normal	
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	○
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

No. 471 | Fresh Snow Pokémon
Glaceon

Ice



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 2'07"
● WEIGHT: 57.1 lbs.
● ITEMS: None

● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Snow Cloak

EGG GROUPS
Field

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★★☆
SKILL ★★★★☆
STAMINA ★★☆☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Level up Eevee on Route 217 near the ice-covered rock
Pokémon Pearl	Level up Eevee on Route 217 near the ice-covered rock
Pokémon Platinum	Level up Eevee on Route 217 near the ice-covered rock

Pokémon HeartGold
It causes small ice crystals to form by lowering the temperature of the surrounding atmosphere.

Pokémon SoulSilver
It causes small ice crystals to form by lowering the temperature of the surrounding atmosphere.

EVOLUTION

- Eevee p. 265
- Vaporeon p. 265 — Use Water Stone on Eevee
- Jolteon p. 266 — Use Thunderstone on Eevee
- Flareon p. 266 — Use Fire Stone on Eevee
- Espeon p. 296 — Level up Eevee with high friendship in the morning or afternoon
- Umbreon p. 297 — Level up Eevee with high friendship at night
- Leafeon — Level up Eevee in Eterna Forest*
- Glaceon — Level up Eevee on Route 217*

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Whip	Normal	Status	—	100	30	2 Foes	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Helping Hand	Normal	Status	—	—	20	1 Ally	—
8	Sand-Attack	Ground	Status	—	100	15	Normal	—
15	Icy Wind	Ice	Special	55	95	15	2 Foes	—
22	Quick Attack	Normal	Physical	40	100	30	Normal	○
29	Bite	Dark	Physical	60	100	25	Normal	○
36	Ice Shard	Ice	Physical	40	100	30	Normal	—
43	Ice Fang	Ice	Physical	65	95	15	Normal	○
50	Last Resort	Normal	Physical	130	100	5	Normal	○
57	Mirror Coat	Psychic	Special	—	100	20	Self	—
64	Hail	Ice	Status	—	—	10	All	—
71	Blizzard	Ice	Special	120	70	5	2 Foes	—
78	Barrier	Psychic	Status	—	—	30	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	○
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM28	Dig	Ground	Physical	80	100	10	Normal	○
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM72	Avalanche	Ice	Physical	60	100	10	Normal	○
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

To Contents

No. 472 | Fang Scorp Pokémon
Gliscor

Ground / Flying



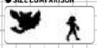
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 6'07"
● WEIGHT: 93.7 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM



● POKÉWALKER

ABILITIES
- Hyper Cutter
- Sand Veil

EGG GROUPS
Bug

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆
POWER ★★★★☆
SKILL ★★★★☆
STAMINA ★★☆☆
JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Have Gligar hold the Razor Fang and level up between 8:00 P.M. and 4:00 A.M.
Pokémon SoulSilver	—
Pokémon Diamond	Have Gligar hold the Razor Fang and level up between 8:00 P.M. and 4:00 A.M.
Pokémon Pearl	Have Gligar hold the Razor Fang and level up between 8:00 P.M. and 4:00 A.M.
Pokémon Platinum	Have Gligar hold the Razor Fang and level up between 8:00 P.M. and 4:00 A.M.

Pokémon HeartGold
Its flight is soundless. It uses its lengthy tail to carry off its prey... Then its elongated fangs do the rest.

Pokémon SoulSilver
Its flight is soundless. It uses its lengthy tail to carry off its prey... Then its elongated fangs do the rest.

EVOLUTION



Gligar
p. 302
Gliscor

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Thunder Fang	Electric	Physical	65	95	15	Normal	◯
1	Ice Fang	Ice	Physical	65	95	15	Normal	◯
1	Fire Fang	Fire	Physical	65	95	15	Normal	◯
1	Poison Jab	Poison	Physical	80	100	20	Normal	◯
1	Sand-Attack	Ground	Status	—	100	15	Normal	—
1	Harden	Normal	Status	—	—	30	Self	—
1	Knock Off	Dark	Physical	20	100	20	Normal	◯
5	Sand-Attack	Ground	Status	—	100	15	Normal	—
9	Harden	Normal	Status	—	—	30	Self	—
12	Knock Off	Dark	Physical	20	100	20	Normal	◯
16	Quick Attack	Normal	Physical	40	100	30	Normal	◯
20	Fury Cutter	Bug	Physical	10	95	20	Normal	◯
23	Faint Attack	Dark	Physical	60	—	20	Normal	◯
27	Screech	Normal	Status	—	85	40	Normal	—
31	Night Slash	Dark	Physical	70	100	15	Normal	◯
34	Swords Dance	Normal	Status	—	—	30	Self	—
38	U-turn	Bug	Physical	70	100	20	Normal	◯
42	X-Scissor	Bug	Physical	80	100	15	Normal	◯
45	Guillotine	Normal	Physical	—	30	5	Normal	◯

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Earth Power	Ground	Special	90	100	10	Normal	—
Sky Attack	Flying	Physical	140	90	5	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM51	Roost	Flying	Status	—	—	10	Self	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

No. 473 | Twin Tusk Pokémon
Mamoswine

Ice / Ground



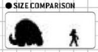
● WALKING



● FOOTPRINT



● SIZE COMPARISON



● HEIGHT: 8'02"
● WEIGHT: 641.5 lbs.
● ITEMS: None



● MALE FORM
Longer tusks



● FEMALE FORM
Shorter tusks



● POKÉWALKER

ABILITIES
- Oblivious
- Snow Cloak

EGG GROUPS
Field

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●
SP. ATTACK ●●●
SP. DEFENSE ●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆☆
POWER ★★★★☆
SKILL ★★☆
STAMINA ★★★★☆
JUMP ★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Teach Piloswine AncientPower and level it up*
Pokémon SoulSilver	Teach Piloswine AncientPower and level it up*
Pokémon Diamond	Teach Piloswine AncientPower and level it up*
Pokémon Pearl	Teach Piloswine AncientPower and level it up*
Pokémon Platinum	Teach Piloswine AncientPower and level it up*

Pokémon HeartGold
A frozen MAMOSWINE was dug from ice dating back 10,000 years. This Pokémon has been around a long, long, long time.

Pokémon SoulSilver
It flourished worldwide during the ice age but its population declined when the masses of ice began to dwindle.

EVOLUTION



Swinub
p. 308
Piloswine
p. 309
Mamoswine

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	AncientPower	Rock	Special	60	100	5	Normal	—
1	Peck	Flying	Physical	35	100	35	Normal	◯
1	Odor Sleuth	Normal	Status	—	—	40	Normal	—
1	Mud Sport	Ground	Status	—	—	15	All	—
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
4	Mud Sport	Ground	Status	—	—	15	All	—
8	Powder Snow	Ice	Special	40	100	25	2 Foes	—
13	Mud-Slap	Ground	Special	20	100	10	Normal	—
16	Endure	Normal	Status	—	—	10	Self	—
20	Mud Bomb	Ground	Special	65	85	10	Normal	—
25	Hail	Ice	Status	—	—	10	All	—
28	Ice Fang	Ice	Physical	65	95	15	Normal	◯
32	Take Down	Normal	Physical	90	85	20	Normal	◯
33	Double Hit	Normal	Physical	35	90	10	Normal	◯
40	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
48	Mist	Ice	Status	—	—	30	2 Allies	—
56	Blizzard	Ice	Special	120	70	5	2 Foes	—
65	Scary Face	Normal	Status	—	90	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
Endeavor	Normal	Physical	—	100	5	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—

● TM & HM MOVES

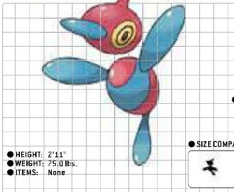
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

*To teach Piloswine AncientPower, give a Heart Scale to the Move Maniac in Blackthorn City. Or, exchange 40 BP at a house in the Battle Frontier.

To Contents

No. 474 | Virtual Pokémon
Porygon-Z

Normal



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 2'11"
- WEIGHT: 75.0 lbs.
- ITEMS: None
- GENDER UNKNOWN
- POKÉWALKER

ABILITIES
- Adaptability
- Download

EGG GROUPS
Mineral

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★★ · POWER ★★★★☆ · SKILL ★★☆☆☆ · STAMINA ★ · JUMP ★★★★

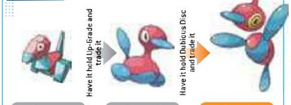
MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Link trade Porygon2 while it holds the Dubious Disc
Pokémon SoulSilver	Link trade Porygon2 while it holds the Dubious Disc
Pokémon Diamond	Link trade Porygon2 while it holds the Dubious Disc
Pokémon Pearl	Link trade Porygon2 while it holds the Dubious Disc
Pokémon Platinum	Link trade Porygon2 while it holds the Dubious Disc

Pokémon HeartGold: Its programming was modified to enable it to travel through alien dimensions. Seems there might have been an error...

Pokémon SoulSilver: Its programming was modified to enable it to travel through alien dimensions. Seems there might have been an error...

EVOLUTION



Porygon p. 267 · Porygon2 p. 315

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Trick Room	Psychic	Status	—	—	5	All	—
1	Conversion 2	Normal	Status	—	—	30	Self	—
1	Tackle	Normal	Physical	35	95	35	Normal	◯
1	Conversion	Normal	Status	—	—	30	Self	—
1	Nasty Plot	Dark	Status	—	—	20	Self	—
7	Psybeam	Psychic	Special	65	100	20	Normal	—
12	Agility	Psychic	Status	—	—	30	Self	—
18	Recover	Normal	Status	—	—	10	Self	—
23	Magnet Rise	Electric	Status	—	—	10	Self	—
29	Signal Beam	Bug	Special	75	100	15	Normal	—
34	Embargo	Dark	Status	—	100	15	Normal	—
40	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
45	Lock-On	Normal	Status	—	—	5	Normal	—
51	Tri Attack	Normal	Special	80	100	10	Normal	—
56	Magic Coat	Psychic	Status	—	—	15	Self	—
62	Zap Cannon	Electric	Special	120	50	5	Normal	—
67	Hyper Beam	Normal	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

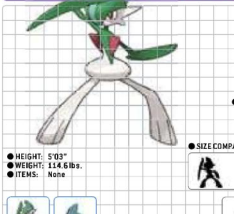
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Gravity	Psychic	Status			5	All	
Magic Coat	Psychic	Status	—	—	15	Self	—
Signal Beam	Bug	Special	75	100	15	Normal	
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 475 | Blade Pokémon
Gallade

Psychic · Fighting



- WALKING
- FOOTPRINT
- SIZE COMPARISON
- HEIGHT: 5'03"
- WEIGHT: 114.6 lbs.
- ITEMS: None
- MALE FORM
- POKÉWALKER

ABILITY
- Steadfast

EGG GROUPS
Amorphous

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ · POWER ★★★☆☆ · SKILL ★★★★★ · STAMINA ★★ · JUMP ★★★☆

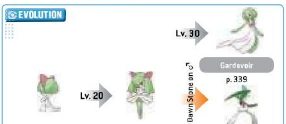
MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Use Dawn Stone on Kirlia ♂
Pokémon SoulSilver	Use Dawn Stone on Kirlia ♂
Pokémon Diamond	Use Dawn Stone on Kirlia ♂
Pokémon Pearl	Use Dawn Stone on Kirlia ♂
Pokémon Platinum	Use Dawn Stone on Kirlia ♂

Pokémon HeartGold: Because it can sense what its foe is thinking, its attacks burst out first, fast, and fierce.

Pokémon SoulSilver: Because it can sense what its foe is thinking, its attacks burst out first, fast, and fierce.

EVOLUTION



Gardevoir p. 339 · Ralts p. 338 · Kirlia p. 339

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Leaf Blade	Grass	Physical	90	100	15	Normal	◯
1	Night Slash	Dark	Physical	70	100	15	Normal	◯
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Teleport	Psychic	Status	—	—	20	Self	—
6	Confusion	Psychic	Special	50	100	25	Normal	—
10	Double Team	Normal	Status	—	—	15	Self	—
12	Teleport	Psychic	Status	—	—	20	Self	—
17	Fury Cutter	Bug	Physical	10	95	20	Normal	◯
22	Slash	Normal	Physical	70	100	20	Normal	◯
25	Swords Dance	Normal	Status	—	—	30	Self	—
31	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
36	Helping Hand	Normal	Status	—	—	20	1 Ally	—
39	Feint	Normal	Physical	50	100	10	Normal	—
45	False Swipe	Normal	Physical	40	100	40	Normal	◯
50	Protect	Normal	Status	—	—	10	Self	—
53	Close Combat	Fighting	Physical	120	100	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Vacuum Wave	Fighting	Special	40	100	30	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—
Low Kick	Fighting	Physical	—	100	20	Normal	◯

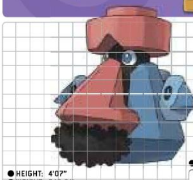
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM54	False Swipe	Normal	Physical	40	100	40	Normal	◯
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

To Contents

No. 476 | Compass Pokémon
Probopass

Rock | Steel



- HEIGHT: 4'07"
- WEIGHT: 749.6 lbs.
- ITEMS: None

WALKING · FOOTPRINT · SIZE COMPARISON · MALE/FEMALE HAVE SAME FORM · POKÉWALKER

ABILITIES
- Sturdy
- Magnet Pull

EGG GROUPS
Mineral

STATS
HP ●●
ATTACK ●●●
DEFENSE ●●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●●
SPEED ●●

PERFORMANCE
SPEED ★★ · POWER ★★★☆☆ · SKILL ★☆☆☆ · STAMINA ★★★★☆ · JUMP ★★★☆☆

Pokémon HeartGold: It controls three units called Mini-Noses using magnetic force. With them, it can attack the foe from three directions.

Pokémon SoulSilver: It controls three units called Mini-Noses using magnetic force. With them, it can attack the foe from three directions.

EVOLUTION



Nosepass p. 348 → Level up at Mt. Coronet* → Probopass

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Magnet Rise	Electric	Status	—	—	10	Self	—
1	Gravity	Psychic	Status	—	—	5	All	—
1	Tackle	Normal	Physical	35	95	35	Normal	○
1	Iron Defense	Steel	Status	—	—	15	Self	—
1	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
1	Block	Normal	Status	—	—	5	Normal	—
7	Iron Defense	Steel	Status	—	—	15	Self	—
13	Magnet Bomb	Steel	Physical	60	—	20	Normal	—
19	Block	Normal	Status	—	—	5	Normal	—
25	Thunder Wave	Electric	Status	—	100	20	Normal	—
31	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
37	Sandstorm	Rock	Status	—	—	10	All	—
43	Rest	Psychic	Status	—	—	10	Self	—
49	Power Gem	Rock	Special	70	100	20	Normal	—
55	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—
61	Stone Edge	Rock	Physical	100	80	5	Normal	—
67	Zap Cannon	Electric	Special	120	50	5	Normal	—
73	Lock-On	Normal	Status	—	—	5	Normal	—
79	Earth Power	Ground	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status			10	Self	
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status			15	Self	
Block	Normal	Status	—	—	5	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Rollout	Rock	Physical	30	90	20	Normal	○
Iron Head	Steel	Physical	80	100	15	Normal	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	
Iron Defense	Steel	Status	—	—	15	Self	—
Pain Split	Normal	Status			20	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold**: —
- **Pokémon SoulSilver**: —
- **Pokémon Diamond**: Level up Nosepass at Mt. Coronet
- **Pokémon Pearl**: Level up Nosepass at Mt. Coronet
- **Pokémon Platinum**: Level up Nosepass at Mt. Coronet

*Unable to evolve in *Pokémon HeartGold* or *SoulSilver Version*. Transfer from *Diamond*, *Pearl*, or *Platinum Version*.

No. 477 | Gripper Pokémon
Dusknoir

Ghost



- HEIGHT: 7'03"
- WEIGHT: 235.0 lbs.
- ITEMS: None

WALKING · FOOTPRINT · SIZE COMPARISON · MALE/FEMALE HAVE SAME FORM · POKÉWALKER

ABILITY
- Pressure

EGG GROUPS
Amorphous

STATS
HP ●●
ATTACK ●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●
SP. DEFENSE ●●●●●●
SPEED ●●

PERFORMANCE
SPEED ★☆ · POWER ★★★★ · SKILL ★★★☆ · STAMINA ★★★★ · JUMP ★★★★

Pokémon HeartGold: This feared Pokémon is said to travel to worlds unknown. Some even believe that it takes lost spirits along with it.

Pokémon SoulSilver: This feared Pokémon is said to travel to worlds unknown. Some even believe that it takes lost spirits along with it.

EVOLUTION



Duskull p. 376 → Lv. 37 → Dusclops p. 376 → Have it hold Reaper Cloth and trade it → Dusknoir

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	○
1	Ice Punch	Ice	Physical	75	100	15	Normal	○
1	ThunderPunch	Electric	Physical	75	100	15	Normal	○
1	Gravity	Psychic	Status	—	—	5	All	—
1	Bind	Normal	Physical	15	75	20	Normal	○
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Night Shade	Ghost	Special	—	100	15	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
6	Disable	Normal	Status	—	80	20	Normal	—
9	Foresight	Normal	Status	—	—	40	Normal	—
14	Astonish	Ghost	Physical	30	100	15	Normal	○
17	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
25	Pursuit	Dark	Physical	40	100	20	Normal	○
30	Curse	???	Status	—	—	10	Normal/Self	—
33	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
37	Shadow Punch	Ghost	Physical	60	—	20	Normal	○
43	Mean Look	Normal	Status	—	—	5	Normal	—
51	Payback	Dark	Physical	50	100	10	Normal	○
61	Future Sight	Psychic	Special	80	90	15	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	○
Fire Punch	Fire	Physical	75	100	15	Normal	○
Ice Punch	Ice	Physical	75	100	15	Normal	○
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	○
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	○
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM46	Thief	Dark	Physical	40	100	10	Normal	○
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○

MAIN WAYS TO OBTAIN

- **Pokémon HeartGold**: Link trade Dusclops while it holds the Reaper Cloth
- **Pokémon SoulSilver**: Link trade Dusclops while it holds the Reaper Cloth
- **Pokémon Diamond**: Link trade Dusclops while it holds the Reaper Cloth
- **Pokémon Pearl**: Link trade Dusclops while it holds the Reaper Cloth
- **Pokémon Platinum**: Link trade Dusclops while it holds the Reaper Cloth

To Contents

No. 478 | Snow Land Pokémon
Froslass

Ice | Ghost



- HEIGHT: 4'03"
- WEIGHT: 58.6 lbs.
- ITEMS: None

ABILITY
- Snow Cloak

EGG GROUPS
Fairy
Mineral

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★☆ POWER ★☆☆ SKILL ★★★★☆ STAMINA ★★☆ JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Use Dawn Stone on Snorunt ♀
Pokémon SoulSilver	Use Dawn Stone on Snorunt ♀
Pokémon Diamond	Use Dawn Stone on Snorunt ♀
Pokémon Pearl	Use Dawn Stone on Snorunt ♀
Pokémon Platinum	Use Dawn Stone on Snorunt ♀

Pokémon HeartGold
Legends in snowy regions say that a woman who was lost on an icy mountain was reborn as FROSLASS.

Pokémon SoulSilver
Legends in snowy regions say that a woman who was lost on an icy mountain was reborn as FROSLASS.

EVOLUTION



LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Powder Snow	Ice	Special	40	100	25	2 Foes	—
1	Leer	Normal	Status	—	100	30	2 Foes	—
1	Double Team	Normal	Status	—	—	15	Self	—
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
4	Double Team	Normal	Status	—	—	15	Self	—
10	Astonish	Ghost	Physical	30	100	15	Normal	◯
13	Icy Wind	Ice	Special	55	95	15	2 Foes	—
19	Confuse Ray	Ghost	Status	—	100	10	Normal	—
22	Ominous Wind	Ghost	Special	60	100	5	Normal	—
28	Wake-Up Slap	Fighting	Physical	60	100	10	Normal	◯
31	Captivate	Normal	Status	—	100	20	2 Foes	—
37	Ice Shard	Ice	Physical	40	100	30	Normal	—
40	Hail	Ice	Status	—	—	10	All	—
51	Blizzard	Ice	Special	120	70	5	2 Foes	—
59	Destiny Bond	Ghost	Status	—	—	5	Self	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

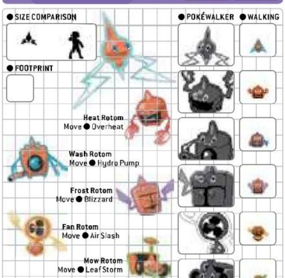
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status		100	10	Normal	
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Block	Normal	Status			5	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Rollout	Rock	Physical	30	90	20	Normal	◯
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status			20	Normal	

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

No. 479 | Plasma Pokémon
Rotom

Electric | Ghost



- HEIGHT: 1'00"
- WEIGHT: 0.7 lbs.
- ITEMS: None

ABILITY
- Levitate

EGG GROUPS
Amorphous

STATS
HP ●●
ATTACK ●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

STATS (HEAT ROTOM)
HP ●●
ATTACK ●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆☆ POWER ★★☆ SKILL ★★★☆☆ STAMINA ★★★☆ JUMP ★★★★☆

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)
Pokémon Pearl	Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)
Pokémon Platinum	Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)

Pokémon HeartGold
Research continues on this Pokémon, which could be the power source of a unique motor.

Pokémon SoulSilver
Research continues on this Pokémon, which could be the power source of a unique motor.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Trick	Psychic	Status	—	100	10	Normal	—
1	Astonish	Ghost	Physical	30	100	15	Normal	◯
1	Thunder Wave	Electric	Status	—	100	20	Normal	—
1	ThunderShock	Electric	Special	40	100	30	Normal	—
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
8	Uproar	Normal	Special	50	100	10	1 Random	—
15	Double Team	Normal	Status	—	—	15	Self	—
22	Shock Wave	Electric	Special	60	—	20	Normal	—
29	Ominous Wind	Ghost	Special	60	100	5	Normal	—
36	Substitute	Normal	Status	—	—	10	Self	—
43	Charge	Electric	Status	—	—	20	Self	—
50	Discharge	Electric	Special	80	100	15	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Trick	Psychic	Status	—	100	10	Normal	—
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

*Rotom's Performance depends on its form:

Form	Speed	Stamina	Power	Jump	Skill
Heat Rotom	★★★☆	★★★☆	★★★★	★★★★	★★★☆
Wash Rotom	★★★	★★★★	★★★	★★☆☆	★★★☆
Frost Rotom	★★★☆	★★★	★★☆	★★★☆	★★★★☆
Fan Rotom	★★★☆☆	★★☆	★★★☆☆	★★★★★	★★★
Mow Rotom	★★★	★★★☆	★★★	★★☆☆	★★★★★

*Put Rotom in your party and take the elevator in Saffron City's Silph Co. It changes by checking out appliances. It learns one move when it transforms but will forget it after it returns to normal.

To Contents

No. 480 | Knowledge Pokémon
Uxie

Psychic



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 0.7 lbs.
● ITEMS: None

● GENDER UNKNOWN ● POKÉWALKER

ABILITY
● Levitate

EGG GROUPS
No Egg has ever been discovered

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★★☆ POWER ★★★☆ SKILL ★★★☆ STAMINA ★★★★☆ JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Lake Acuity (inside Acuity Cavern)
Pokémon Pearl	Lake Acuity (inside Acuity Cavern)
Pokémon Platinum	Lake Acuity (inside Acuity Cavern)

Pokémon HeartGold
According to some sources, this Pokémon provided people with the intelligence necessary to solve various problems.

Pokémon SoulSilver
According to some sources, this Pokémon provided people with the intelligence necessary to solve various problems.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rest	Psychic	Status	—	—	10	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
6	Imprison	Psychic	Status	—	—	10	Self	—
16	Endure	Normal	Status	—	—	10	Self	—
21	Swift	Normal	Special	60	—	20	2 Foes	—
31	Yawn	Normal	Status	—	—	10	Normal	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Amnesia	Psychic	Status	—	—	20	Self	—
51	Extrasensory	Psychic	Special	80	100	30	Normal	—
61	Flail	Normal	Physical	—	100	15	Normal	◯
66	Natural Gift	Normal	Physical	—	100	15	Normal	—
76	Memento	Dark	Status	—	100	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status			15	Self	
Role Play	Psychic	Status	—	—	10	Normal	—
Heal Bell	Normal	Status			5	All Allies	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 481 | Emotion Pokémon
Mesprit

Psychic



● WALKING ● FOOTPRINT ● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 0.7 lbs.
● ITEMS: None

● GENDER UNKNOWN ● POKÉWALKER

ABILITY
● Levitate

EGG GROUPS
No Egg has ever been discovered

STATS
HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE
SPEED ★★☆ POWER ★★★★☆ SKILL ★★★★ STAMINA ★★★☆ JUMP ★★★★☆

● MAIN WAYS TO OBTAIN

Version	
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region
Pokémon Pearl	After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region
Pokémon Platinum	After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region

Pokémon HeartGold
This Pokémon is said to have endowed the human heart with emotions, such as sorrow and joy.

Pokémon SoulSilver
This Pokémon is said to have endowed the human heart with emotions, such as sorrow and joy.

EVOLUTION
Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rest	Psychic	Status	—	—	10	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
6	Imprison	Psychic	Status	—	—	10	Self	—
16	Protect	Normal	Status	—	—	10	Self	—
21	Swift	Normal	Special	60	—	20	2 Foes	—
31	Lucky Chant	Normal	Status	—	—	30	2 Allies	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Charm	Normal	Status	—	100	20	Normal	—
51	Extrasensory	Psychic	Special	80	100	30	Normal	—
61	Copycat	Normal	Status	—	—	20	Depends	—
66	Natural Gift	Normal	Physical	—	100	15	Normal	—
76	Healing Wish	Psychic	Status	—	—	10	Self	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

To Contents

No. 482 Willpower Pokémon
Azelf

Psychic



Pokémon HeartGold: This Pokémon is said to have endowed humans with the determination needed to face any of life's difficulties.

Pokémon SoulSilver: This Pokémon is said to have endowed humans with the determination needed to face any of life's difficulties.

WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 0.7 lbs.
- ITEMS: None

GENDER UNKNOWN

POKÉWALKER

ABILITY
- Levitate

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●●

PERFORMANCE
SPEED ★★★★ POWER ★★☆ SKILL ★★★★★ STAMINA ★★☆ JUMP ★★★★☆

EVOLUTION
Does not evolve

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Lake Valor (inside Valor Cavern)
Pokémon Pearl	Lake Valor (inside Valor Cavern)
Pokémon Platinum	Lake Valor (inside Valor Cavern)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Rest	Psychic	Status	—	—	10	Self	—
1	Confusion	Psychic	Special	50	100	25	Normal	—
6	Imprison	Psychic	Status	—	—	10	Self	—
16	Detect	Fighting	Status	—	—	5	Self	—
21	Swift	Normal	Special	60	—	20	2 Foes	—
31	Uproar	Normal	Special	50	100	10	1 Random	—
36	Future Sight	Psychic	Special	80	90	15	Normal	—
46	Nasty Plot	Dark	Status	—	—	20	Self	—
51	Extrasensory	Psychic	Special	80	100	30	Normal	—
61	Last Resort	Normal	Physical	130	100	5	Normal	◯
66	Natural Gift	Normal	Physical	—	100	15	Normal	—
76	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status			20	1 Ally	
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60		20	2 Foes	
Uproar	Normal	Special	50	100	10	1 Random	—
Magic Coat	Psychic	Status			15	Self	
Role Play	Psychic	Status	—	—	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Signal Beam	Bug	Special	75	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

No. 483 Temporal Pokémon
Dialga

Steel Dragon



Pokémon HeartGold: This Pokémon completely controls the flow of time. It uses its power to travel at will through the past and future.

Pokémon SoulSilver: This Pokémon completely controls the flow of time. It uses its power to travel at will through the past and future.

WALKING

FOOTPRINT

SIZE COMPARISON

- HEIGHT: 17'09"
- WEIGHT: 1,505.8 lbs.
- ITEMS: None

GENDER UNKNOWN

POKÉWALKER

ABILITY
- Pressure

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●●
DEFENSE ●●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★☆ POWER ★★★★★ SKILL ★★★★☆ STAMINA ★★★★☆ JUMP ★★★☆☆

EVOLUTION
Does not evolve

MAIN WAYS TO OBTAIN

Game	Location
Pokémon HeartGold	Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Dialga*
Pokémon SoulSilver	Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Dialga*
Pokémon Diamond	Spear Pillar on Mt. Coronet
Pokémon Pearl	—
Pokémon Platinum	Spear Pillar on Mt. Coronet— (after entering the Hall of Fame)

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	DragonBreath	Dragon	Special	60	100	20	Normal	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
6	Metal Claw	Steel	Physical	50	95	35	Normal	◯
10	AncientPower	Rock	Special	60	100	5	Normal	—
15	Slash	Normal	Physical	70	100	20	Normal	◯
19	Power Gem	Rock	Special	70	100	20	Normal	—
24	Metal Burst	Steel	Physical	—	100	10	Self	—
28	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
33	Earth Power	Ground	Special	90	100	10	Normal	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Flash Cannon	Steel	Special	80	100	10	Normal	—
46	Roar of Time	Dragon	Special	150	90	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Draco Meteor	Dragon	Special	140	90	5	Normal	

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Magnet Rise	Electric	Status	—	—	10	Self	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—

TM & HM MOVES

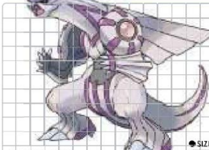
No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

*Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

To Contents

No. 484 | Spatial Pokémon
Palkia

Water | Dragon



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 13'09"
● WEIGHT: 740.8 lbs.
● ITEMS: None



● GENDER UNKNOWN

● POKÉWALKER

ABILITY
● Pressure

EGG GROUPS
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆ | POWER ★★★★☆ | SKILL ★★★★★ | STAMINA ★★★★☆ | JUMP ★★★☆☆

Pokémon HeartGold
Its total control over the boundaries of space enable it to transport itself to faraway places or even other dimensions.

Pokémon SoulSilver
Its total control over the boundaries of space enable it to transport itself to faraway places or even other dimensions.

EVOLUTION

Does not evolve

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Palkia*
Pokémon SoulSilver	Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Palkia*
Pokémon Diamond	—
Pokémon Pearl	Spear Pillar on Mt. Coronet
Pokémon Platinum	Spear Pillar on Mt. Coronet— (after entering the Hall of Fame)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	DragonBreath	Dragon	Special	60	100	20	Normal	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
6	Water Pulse	Water	Special	60	100	20	Normal	—
10	AncientPower	Rock	Special	60	100	5	Normal	—
15	Slash	Normal	Physical	70	100	20	Normal	◯
19	Power Gem	Rock	Special	70	100	20	Normal	—
24	Aqua Tail	Water	Physical	90	90	10	Normal	◯
28	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
33	Earth Power	Ground	Special	90	100	10	Normal	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Hydro Pump	Water	Special	120	80	5	Normal	—
46	Spacial Rend	Dragon	Special	100	95	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Draco Meteor	Dragon	Special	140	90	5	Normal	—

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—

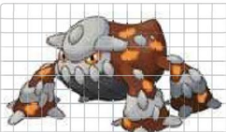
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM08	Bulk Up	Fighting	Status	—	—	20	Self	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯

*Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

No. 485 | Lava Dome Pokémon
Heatran

Fire | Steel



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 5'07"
● WEIGHT: 948.0 lbs.
● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

● POKÉWALKER

ABILITY
● Flash Fire

EGG GROUPS
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆ | POWER ★★★★☆ | SKILL ★★★☆☆ | STAMINA ★★★★☆ | JUMP ★★

Pokémon HeartGold
Boiling blood, like magma, circulates through its body. It makes its dwelling place in volcanic caves.

Pokémon SoulSilver
Boiling blood, like magma, circulates through its body. It makes its dwelling place in volcanic caves.

EVOLUTION

Does not evolve

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)
Pokémon Pearl	Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)
Pokémon Platinum	Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	AncientPower	Rock	Special	60	100	5	Normal	—
9	Leer	Normal	Status	—	100	30	2 Foes	—
17	Fire Fang	Fire	Physical	65	95	15	Normal	◯
25	Metal Sound	Steel	Status	—	85	40	Normal	—
33	Crunch	Dark	Physical	80	100	15	Normal	◯
41	Scary Face	Normal	Status	—	90	10	Normal	—
49	Lava Plume	Fire	Special	80	100	15	2 Foes/1 Ally	—
57	Fire Spin	Fire	Special	15	70	15	Normal	—
65	Iron Head	Steel	Physical	80	100	15	Normal	◯
73	Earth Power	Ground	Special	90	100	10	Normal	—
81	Heat Wave	Fire	Special	100	90	10	2 Foes	—
88	Stone Edge	Rock	Physical	100	80	5	Normal	—
96	Magma Storm	Fire	Special	120	70	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Bug Bite	Bug	Physical	60	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Uproar	Normal	Special	50	100	10	1 Random	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM28	Dig	Ground	Physical	80	100	10	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM64	Explosion	Normal	Physical	250	100	5	2 Foes/1 Ally	—
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

To Contents

No. 486 | Colossal Pokémon

Regigigas

Normal



WALKING



FOOTPRINT



SIZE COMPARISON



- HEIGHT: 12'02"
- WEIGHT: 925.9 lbs.
- ITEMS: None





GENDER UNKNOWN

POKÉWALKER

ABILITY
- Slow Start

EGG GROUPS

No Egg has ever been discovered

STATS

HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE

SPEED ★☆☆ POWER ★★★★★ SKILL ★★★☆☆ STAMINA ★★★★★ JUMP ★★

MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Snowpoint Temple B5F (put Regirock, Regice, and Registeel in your party)
Pokémon Pearl	Snowpoint Temple B5F (put Regirock, Regice, and Registeel in your party)
Pokémon Platinum	Snowpoint Temple B5F (put Regirock, Regice, and Registeel in your party)

Pokémon HeartGold
It is believed to have shaped REGIROCK, REGICE, and REGISTEEL out of clay, ice, and magma.

Pokémon SoulSilver
It is believed to have shaped REGIROCK, REGICE, and REGISTEEL out of clay, ice, and magma.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Fire Punch	Fire	Physical	75	100	15	Normal	◯
1	Ice Punch	Ice	Physical	75	100	15	Normal	◯
1	ThunderPunch	Electric	Physical	75	100	15	Normal	◯
1	Mega Punch	Normal	Physical	80	85	20	Normal	◯
1	Knock Off	Dark	Physical	20	100	20	Normal	◯
1	Confuse Ray	Ghost	Status	—	100	10	Normal	—
1	Stomp	Normal	Physical	65	100	20	Normal	◯
25	Superpower	Fighting	Physical	120	100	5	Normal	◯
50	Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
75	Crush Grip	Normal	Physical	—	100	5	Normal	◯
100	Giga Impact	Normal	Physical	150	90	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
ThunderPunch	Electric	Physical	75	100	15	Normal	◯
Fire Punch	Fire	Physical	75	100	15	Normal	◯
Ice Punch	Ice	Physical	75	100	15	Normal	◯
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Gravity	Psychic	Status	—	—	5	All	—
Block	Normal	Status			5	Normal	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Superpower	Fighting	Physical	120	100	5	Normal	◯
Iron Head	Steel	Physical	80	100	15	Normal	◯
AncientPower	Rock	Special	60	100	5	Normal	
Earth Power	Ground	Special	90	100	10	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM69	Rock Polish	Rock	Status	—	—	20	Self	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 487 | Renegade Pokémon

Giratina (Altered Forme)

Ghost Dragon



WALKING



FOOTPRINT



SIZE COMPARISON



- HEIGHT: 14'09"
- WEIGHT: 1,653.5 lbs.
- ITEMS: None





GENDER UNKNOWN

POKÉWALKER

ABILITY
- Pressure

EGG GROUPS

No Egg has ever been discovered

STATS

HP / ATTACK / DEFENSE / SP. ATTACK / SP. DEFENSE / SPEED

PERFORMANCE

SPEED ★★ POWER ★★★★☆ SKILL ★★★☆ STAMINA ★★★★★ JUMP ★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Giratina*
Pokémon SoulSilver	Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Giratina*
Pokémon Diamond	Turnback Cave
Pokémon Pearl	Turnback Cave
Pokémon Platinum	Turnback Cave (if you defeat Giratina Origin Forme or flee from the battle in the Distortion World)

Pokémon HeartGold
This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

Pokémon SoulSilver
This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	DragonBreath	Dragon	Special	60	100	20	Normal	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
6	Ominous Wind	Ghost	Special	60	100	5	Normal	—
10	AncientPower	Rock	Special	60	100	5	Normal	—
15	Slash	Normal	Physical	70	100	20	Normal	◯
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	◯
24	Destiny Bond	Ghost	Status	—	—	5	Self	—
28	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
33	Earth Power	Ground	Special	90	100	10	Normal	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
46	Shadow Force	Ghost	Physical	120	100	5	Normal	◯

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Draco Meteor	Dragon	Special	140	90	5	Normal	

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	—
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status	—	100	10	Normal	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Pain Split	Normal	Status	—	—	20	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	◯
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

*Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)





To Contents

No. 487 | Renegade Pokémon
Giratina (Origin Forme)

Ghost Dragon



WALKING

FOOTPRINT

SIZE COMPARISON

HEIGHT: 22'08"
WEIGHT: 1,433.0 lbs.
ITEMS: None

GENDER UNKNOWN

POKÉWALKER

ABILITY
Levitate

EGG GROUPS
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★★☆☆ POWER ★★★☆☆ SKILL ★★★☆☆ STAMINA ★★★☆☆ JUMP ★★★☆☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Giratina*
Pokémon SoulSilver	Bring the Arceus you received in *Pokémon Diamond, Pearl*, or *Platinum* to the Ruins of Alph to receive Giratina*
Pokémon Diamond	—
Pokémon Pearl	—
Pokémon Platinum	Distortion World

Pokémon HeartGold	Pokémon SoulSilver
This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.	This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	DragonBreath	Dragon	Special	60	100	20	Normal	—
1	Scary Face	Normal	Status	—	90	10	Normal	—
6	Ominous Wind	Ghost	Special	60	100	5	Normal	—
10	AncientPower	Rock	Special	60	100	5	Normal	—
15	Slash	Normal	Physical	70	100	20	Normal	○
19	Shadow Sneak	Ghost	Physical	40	100	30	Normal	○
24	Destiny Bond	Ghost	Status	—	—	5	Self	—
28	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
33	Earth Power	Ground	Special	90	100	10	Normal	—
37	Aura Sphere	Fighting	Special	90	—	20	Normal	—
42	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
46	Shadow Force	Ghost	Physical	120	100	5	Normal	○

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○
Draco Meteor	Dragon	Special	140	90	5	Normal	—

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Snore	Normal	Special	40	100	15	Normal	—
Spite	Ghost	Status		100	10	Normal	
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status			15	Self	
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	○
Aqua Tail	Water	Physical	90	90	10	Normal	○
Outrage	Dragon	Physical	120	100	15	1 Random	○
AncientPower	Rock	Special	60	100	5	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	
Twister	Dragon	Special	40	100	20	2 Foes	—

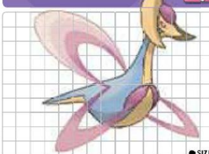
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	○
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	○
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	○
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM47	Steel Wing	Steel	Physical	70	90	25	Normal	○
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	○
TM66	Payback	Dark	Physical	50	100	10	Normal	○
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	○
HM02	Fly	Flying	Physical	90	95	15	Normal	○
HM04	Strength	Normal	Physical	80	100	15	Normal	○
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	○
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	○

*Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

No. 488 | Lunar Pokémon
Cresselia

Psychic



WALKING

FOOTPRINT

SIZE COMPARISON

HEIGHT: 4'11"
WEIGHT: 188.7 lbs.
ITEMS: None

FEMALE FORM

POKÉWALKER

ABILITY
Levitate

EGG GROUPS
No Egg has ever been discovered

STATS
HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

PERFORMANCE
SPEED ★★☆☆ POWER ★★☆ SKILL ★★★☆☆ STAMINA ★★★★☆ JUMP ★★★★☆

MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	After you meet it at Fullmoon Island, it starts roaming the Sinnoh region
Pokémon Pearl	After you meet it at Fullmoon Island, it starts roaming the Sinnoh region
Pokémon Platinum	After you meet it at Fullmoon Island, it starts roaming the Sinnoh region

Pokémon HeartGold	Pokémon SoulSilver
Those who sleep holding CRESSELIA's feather are assured of joyful dreams. It is said to represent the crescent moon.	Those who sleep holding CRESSELIA's feather are assured of joyful dreams. It is said to represent the crescent moon.

EVOLUTION

Does not evolve

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Confusion	Psychic	Special	50	100	25	Normal	—
1	Double Team	Normal	Status	—	—	15	Self	—
11	Safeguard	Normal	Status	—	—	25	2 Allies	—
20	Mist	Ice	Status	—	—	30	2 Allies	—
29	Aurora Beam	Ice	Special	65	100	20	Normal	—
38	Future Sight	Psychic	Special	80	90	15	Normal	—
47	Slash	Normal	Physical	70	100	20	Normal	○
57	Moonlight	Normal	Status	—	—	5	Self	—
66	Psycho Cut	Psychic	Physical	70	100	20	Normal	—
75	Psycho Shift	Psychic	Status	—	90	10	Normal	—
84	Lunar Dance	Psychic	Status	—	—	10	Self	—
93	Psychic	Psychic	Special	90	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Fury Cutter	Bug	Physical	10	95	20	Normal	○
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Swift	Normal	Special	60	—	20	2 Foes	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—

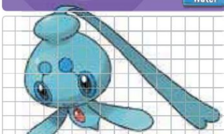
TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM45	Attract	Normal	Status	—	100	15	Normal	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM78	Captivate	Normal	Status	—	100	20	2 Foes	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—

To Contents

No. 489 | Sea Drifter Pokémon
Phione

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'04"
● WEIGHT: 6.8 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

Pokémon HeartGold: When the water warms, they inflate the flotation sac on their heads and drift languidly on the sea in packs.

Pokémon SoulSilver: When the water warms, they inflate the flotation sac on their heads and drift languidly on the sea in packs.

EVOLUTION

Does not evolve

ABILITY
● Hydration

EGG GROUPS
Water 1
Fairy

STATS
HP ●●●
ATTACK ●●●
DEFENSE ●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★☆
SKILL ★★★☆☆
STAMINA ★☆☆
JUMP ★★☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*
Pokémon SoulSilver	Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*
Pokémon Diamond	Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*
Pokémon Pearl	Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*
Pokémon Platinum	Leave Manaphy and Ditto together at the Pokémon Day Care, then find its Egg and hatch it*

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
9	Charm	Normal	Status	—	100	20	Normal	—
16	Supersonic	Normal	Status	—	55	20	Normal	—
24	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Acid Armor	Poison	Status	—	—	40	Self	—
39	Whirlpool	Water	Special	15	70	15	Normal	—
46	Water Pulse	Water	Special	60	100	20	Normal	—
54	Aqua Ring	Water	Status	—	—	20	Self	—
61	Dive	Water	Physical	80	100	10	Normal	◯
69	Rain Dance	Water	Status	—	—	5	All	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯

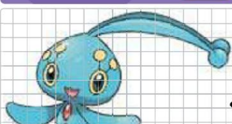
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

*Manaphy is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

No. 490 | Seafaring Pokémon
Manaphy

Water



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 1'00"
● WEIGHT: 3.1 lbs.
● ITEMS: None



● GENDER UNKNOWN



● POKÉWALKER

Pokémon HeartGold: It starts its life with a wondrous power that permits it to bond with any kind of Pokémon.

Pokémon SoulSilver: It starts its life with a wondrous power that permits it to bond with any kind of Pokémon.

EVOLUTION

Does not evolve

ABILITY
● Hydration

EGG GROUPS
Water 1
Fairy

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆
SKILL ★★★★☆
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold	Only obtainable through special distribution events: check Pokémon.com for the latest updates on how to catch this Pokémon
Pokémon SoulSilver	Only obtainable through special distribution events: check Pokémon.com for the latest updates on how to catch this Pokémon
Pokémon Diamond	Only obtainable through special distribution events: check Pokémon.com for the latest updates on how to catch this Pokémon
Pokémon Pearl	Only obtainable through special distribution events: check Pokémon.com for the latest updates on how to catch this Pokémon
Pokémon Platinum	Only obtainable through special distribution events: check Pokémon.com for the latest updates on how to catch this Pokémon

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Tail Glow	Bug	Status	—	—	20	Self	—
1	Bubble	Water	Special	20	100	30	2 Foes	—
1	Water Sport	Water	Status	—	—	15	All	—
9	Charm	Normal	Status	—	100	20	Normal	—
16	Supersonic	Normal	Status	—	55	20	Normal	—
24	BubbleBeam	Water	Special	65	100	20	Normal	—
31	Acid Armor	Poison	Status	—	—	40	Self	—
39	Whirlpool	Water	Special	15	70	15	Normal	—
46	Water Pulse	Water	Special	60	100	20	Normal	—
54	Aqua Ring	Water	Status	—	—	20	Self	—
61	Dive	Water	Physical	80	100	10	Normal	◯
69	Rain Dance	Water	Status	—	—	5	All	—
76	Heart Swap	Psychic	Status	—	—	10	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Helping Hand	Normal	Status	—	—	20	1 Ally	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Uproar	Normal	Special	50	100	10	1 Random	—
Heal Bell	Normal	Status	—	—	5	All Allies	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Bounce	Flying	Physical	85	85	5	Normal	◯

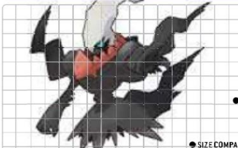
● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM48	Skill Swap	Psychic	Status	—	—	10	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM89	U-turn	Bug	Physical	70	100	20	Normal	◯
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯

To Contents

No. 491 | Pitch-Black Pokémon
Darkrai

Dark



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 4'11"
● WEIGHT: 111.3 lbs.
● ITEMS: None

● GENDER UNKNOWN

● POKÉWALKER

ABILITY
● Bad Dreams

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●●●
SP. DEFENSE ●●●●
SPEED ●●●●●●

PERFORMANCE
SPEED ★★★☆
POWER ★★☆☆
SKILL ★★★★☆
STAMINA ★★★
JUMP ★★★☆☆

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum Only obtainable through special distribution events: check Pokémon.com for the latest updates on how to catch this Pokémon

Pokémon HeartGold
It chases people and Pokémon from its territory by causing them to experience deep, nightmarish slumbers.

Pokémon SoulSilver
It chases people and Pokémon from its territory by causing them to experience deep, nightmarish slumbers.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Ominous Wind	Ghost	Special	60	100	5	Normal	—
1	Disable	Normal	Status	—	80	20	Normal	—
11	Quick Attack	Normal	Physical	40	100	30	Normal	◯
20	Hypnosis	Psychic	Status	—	60	20	Normal	—
29	Faint Attack	Dark	Physical	60	—	20	Normal	◯
38	Nightmare	Ghost	Status	—	100	15	Normal	—
47	Double Team	Normal	Status	—	—	15	Self	—
57	Haze	Ice	Status	—	—	30	All	—
66	Dark Void	Dark	Status	—	80	10	2 Foes	—
75	Nasty Plot	Dark	Status	—	—	20	Self	—
84	Dream Eater	Psychic	Special	100	100	15	Normal	—
93	Dark Pulse	Dark	Special	80	100	15	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

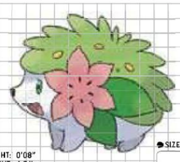
Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	
Trick	Psychic	Status	—	100	10	Normal	—
Knock Off	Dark	Physical	20	100	20	Normal	◯
Sucker Punch	Dark	Physical	80	100	5	Normal	◯
Snore	Normal	Special	40	100	15	Normal	
Spite	Ghost	Status	—	100	10	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Mud-Slap	Ground	Special	20	100	10	Normal	

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM01	Focus Punch	Fighting	Physical	150	100	20	Normal	◯
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM12	Taunt	Dark	Status	—	100	20	Normal	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM41	Torment	Dark	Status	—	100	15	Normal	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM46	Thief	Dark	Physical	40	100	10	Normal	◯
TM49	Snatch	Dark	Status	—	—	10	Depends	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM56	Fling	Dark	Physical	—	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM60	Drain Punch	Fighting	Physical	60	100	5	Normal	◯
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM63	Embargo	Dark	Status	—	100	15	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

No. 492 | Gratitude Pokémon
Shaymin (Land Forme)

Grass



● WALKING

● FOOTPRINT

● SIZE COMPARISON

● HEIGHT: 0'08"
● WEIGHT: 4.6 lbs.
● ITEMS: None

● GENDER UNKNOWN

● POKÉWALKER

ABILITY
● Natural Cure

EGG GROUPS
No Egg has ever been discovered

STATS
HP ●●●●
ATTACK ●●●●
DEFENSE ●●●●
SP. ATTACK ●●●●
SP. DEFENSE ●●●●
SPEED ●●●●

PERFORMANCE
SPEED ★★★★☆
POWER ★★☆☆
SKILL ★★☆
STAMINA ★★★☆
JUMP ★★★

● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum Only obtainable through special distribution events: check Pokémon.com for the latest updates on how to catch this Pokémon

Pokémon HeartGold
The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

Pokémon SoulSilver
The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

EVOLUTION

Does not evolve

● LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growth	Normal	Status	—	—	40	Self	—
10	Magical Leaf	Grass	Special	60	—	20	Normal	—
19	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Synthesis	Grass	Status	—	—	5	Self	—
37	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
46	Natural Gift	Normal	Physical	—	100	15	Normal	—
55	Worry Seed	Grass	Status	—	100	10	Normal	—
64	Aromatherapy	Grass	Status	—	—	5	All Allies	—
73	Energy Ball	Grass	Special	80	100	10	Normal	—
82	Sweet Kiss	Normal	Status	—	75	10	Normal	—
91	Healing Wish	Psychic	Status	—	—	10	Self	—
100	Seed Flare	Grass	Special	120	85	5	Normal	—

● MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯

● BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Snore	Normal	Special	40	100	15	Normal	—
Synthesis	Grass	Status	—	—	5	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Endeavor	Normal	Physical	—	100	5	Normal	◯
Earth Power	Ground	Special	90	100	10	Normal	—
Seed Bomb	Grass	Physical	80	100	15	Normal	—

● TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

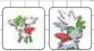
To Contents

No. 492 | Gratitude Pokémon
Shaymin (Sky Forme)

Grass | Flying



- HEIGHT: 1'04"
- WEIGHT: 11.5 lbs.
- ITEMS: None



- GENDER UNKNOWN

Pokémon HeartGold
The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

Pokémon SoulSilver
The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

EVOLUTION

Does not evolve

ABILITY
- Serene Grace

EGG GROUPS
No Egg has ever been discovered

STATS

Stat	Rating
HP	●●●●
ATTACK	●●●●
DEFENSE	●●●
SP. ATTACK	●●●●●
SP. DEFENSE	●●●
SPEED	●●●●●●

PERFORMANCE

SPEED ★★★☆☆	POWER ★★★★	SKILL ★★★☆	STAMINA ★★★
JUMP ★★★★★			

MAIN WAYS TO OBTAIN

Game	Method
Pokémon HeartGold	Use Gracidea flower on Shaymin (Land Forme)*
Pokémon SoulSilver	Use Gracidea flower on Shaymin (Land Forme)*
Pokémon Diamond	Use Gracidea flower on Shaymin (Land Forme)*
Pokémon Pearl	Use Gracidea flower on Shaymin (Land Forme)*
Pokémon Platinum	Use Gracidea flower on Shaymin (Land Forme)*

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Growth	Normal	Status	—	—	40	Self	—
10	Magical Leaf	Grass	Special	60	—	20	Normal	—
19	Leech Seed	Grass	Status	—	90	10	Normal	—
28	Quick Attack	Normal	Physical	40	100	30	Normal	○
37	Sweet Scent	Normal	Status	—	100	20	2 Foes	—
46	Natural Gift	Normal	Physical	—	100	15	Normal	—
55	Worry Seed	Grass	Status	—	100	10	Normal	—
64	Air Slash	Flying	Special	75	95	20	Normal	—
73	Energy Ball	Grass	Special	80	100	10	Normal	—
82	Sweet Kiss	Normal	Status	—	75	10	Normal	—
91	Leaf Storm	Grass	Special	140	90	5	Normal	—
100	Seed Flare	Grass	Special	120	85	5	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	○

BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Air Cutter	Flying	Special	55	95	25	2 Foes	
Zen Headbutt	Psychic	Physical	80	90	15	Normal	○
Snore	Normal	Special	40	100	15	Normal	
Synthesis	Grass	Status	—	—	5	Self	—
Last Resort	Normal	Physical	130	100	5	Normal	○
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status			30	2 Allies	
Worry Seed	Grass	Status	—	100	10	Normal	—
Mud-Slap	Ground	Special	20	100	10	Normal	
Seed Bomb	Grass	Physical	80	100	15	Normal	—

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	○
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM27	Return	Normal	Physical	—	100	20	Normal	○
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM42	Facade	Normal	Physical	70	100	20	Normal	○
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	○
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	○
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—

*Shaymin is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

To Contents

No. 493 | Alpha Pokémon

Arceus

Normal



- HEIGHT: 10'06"
- WEIGHT: 705.5 lbs.
- ITEMS: None



- GENDER UNKNOWN

- FOOTPRINT

- SIZE COMPARISON



Pokémon HeartGold

According to the legends of Sinnoh, this Pokémon emerged from an egg and shaped all there is in this world.

Pokémon SoulSilver

According to the legends of Sinnoh, this Pokémon emerged from an egg and shaped all there is in this world.

EVOLUTION

Does not evolve

ABILITY

- Multitype

EGG GROUPS

No Egg has ever been discovered

STATS

HP
ATTACK
DEFENSE
SP. ATTACK
SP. DEFENSE
SPEED

- MAIN WAYS TO OBTAIN

Pokémon HeartGold	—
Pokémon SoulSilver	—
Pokémon Diamond	Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.
Pokémon Pearl	Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.
Pokémon Platinum	Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

See page 450 for the moves and Performance of Arceus.

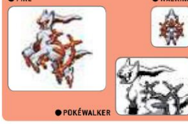
MULTITYPE

The type of Arceus changes depending on the type of Plate it holds. There are 16 Plates altogether, and you can get one a day when you talk to the Captain of the Fast Ship S.S. Aqua. (You won't get a Plate on your first visit to the ship.)

- NORMAL — WALKING — POKÉWALKER



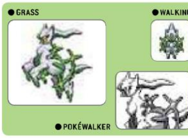
- FIRE — WALKING — POKÉWALKER



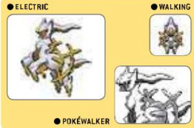
- WATER — WALKING — POKÉWALKER



- GRASS — WALKING — POKÉWALKER



- ELECTRIC — WALKING — POKÉWALKER



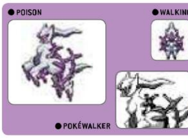
- ICE — WALKING — POKÉWALKER



- FIGHTING — WALKING — POKÉWALKER



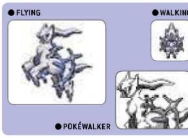
- POISON — WALKING — POKÉWALKER



- GROUND — WALKING — POKÉWALKER



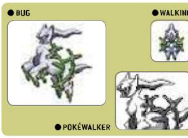
- FLYING — WALKING — POKÉWALKER



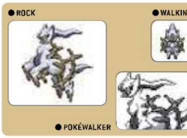
- PSYCHIC — WALKING — POKÉWALKER



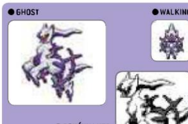
- BUG — WALKING — POKÉWALKER



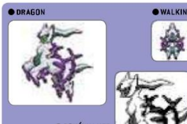
- ROCK — WALKING — POKÉWALKER



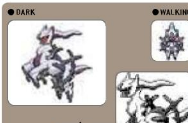
- GHOST — WALKING — POKÉWALKER



- DRAGON — WALKING — POKÉWALKER



- DARK — WALKING — POKÉWALKER



- STEEL — WALKING — POKÉWALKER



To Contents

Arceus

LEVEL-UP AND LEARNED MOVES

Lv.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
1	Seismic Toss	Fighting	Physical	—	100	20	Normal	◯
1	Cosmic Power	Psychic	Status	—	—	20	Self	—
1	Natural Gift	Normal	Physical	—	100	15	Normal	—
1	Punishment	Dark	Physical	—	100	5	Normal	◯
10	Gravity	Psychic	Status	—	—	5	All	—
20	Earth Power	Ground	Special	90	100	10	Normal	—
30	Hyper Voice	Normal	Special	90	100	10	2 Foes	—
40	ExtremeSpeed	Normal	Physical	80	100	5	Normal	◯
50	Refresh	Normal	Status	—	—	20	Self	—
60	Future Sight	Psychic	Special	80	90	15	Normal	—
70	Recover	Normal	Status	—	—	10	Self	—
80	Hyper Beam	Normal	Special	150	90	5	Normal	—
90	Perish Song	Normal	Status	—	—	5	All	—
100	Judgment	Normal	Special	100	100	10	Normal	—

MOVE MANIAC

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Headbutt	Normal	Physical	70	100	15	Normal	◯
Draco Meteor*	Dragon	Special	140	90	5	Normal	—

*Can be taught if Arceus holds the Draco Plate and has high enough friendship

PERFORMANCE

Normal, Fire, Ground, Rock
SPEED ★★★★☆ SKILL ★★★★☆ JUMP ★★★★☆
POWER ★★★★★ STAMINA ★★★★★

Water, Electric, Psychic
SPEED ★★★★★ SKILL ★★★★★ JUMP ★★★★☆
POWER ★★★★☆ STAMINA ★★★★☆

Grass
SPEED ★★★★☆ SKILL ★★★★☆ JUMP ★★★★★
POWER ★★★★☆ STAMINA ★★★★★

Ice
SPEED ★★★★★ SKILL ★★★★☆ JUMP ★★★★☆
POWER ★★★★★ STAMINA ★★★★☆

Fighting, Dark
SPEED ★★★★☆ SKILL ★★★★★ JUMP ★★★★☆
POWER ★★★★★ STAMINA ★★★★☆

Poison, Steel
SPEED ★★★★☆ SKILL ★★★★★ JUMP ★★★★☆
POWER ★★★★☆ STAMINA ★★★★★

Flying, Bug
SPEED ★★★★★ SKILL ★★★★☆ JUMP ★★★★★
POWER ★★★★☆ STAMINA ★★★★☆

Ghost
SPEED ★★★★☆ SKILL ★★★★★ JUMP ★★★★★
POWER ★★★★☆ STAMINA ★★★★☆

Dragon
SPEED ★★★☆☆ SKILL ★★★★★ JUMP ★★★★★
POWER ★★★★★ STAMINA ★★★★★



See page 449 for Arceus's Ability and Stats.

TM & HM MOVES

No.	Name	Type	Kind	Pow.	Acc.	PP	Range	DA
TM02	Dragon Claw	Dragon	Physical	80	100	15	Normal	◯
TM03	Water Pulse	Water	Special	60	100	20	Normal	—
TM04	Calm Mind	Psychic	Status	—	—	20	Self	—
TM05	Roar	Normal	Status	—	100	20	Normal	—
TM06	Toxic	Poison	Status	—	85	10	Normal	—
TM07	Hail	Ice	Status	—	—	10	All	—
TM09	Bullet Seed	Grass	Physical	10	100	30	Normal	—
TM10	Hidden Power	Normal	Special	—	100	15	Normal	—
TM11	Sunny Day	Fire	Status	—	—	5	All	—
TM13	Ice Beam	Ice	Special	95	100	10	Normal	—
TM14	Blizzard	Ice	Special	120	70	5	2 Foes	—
TM15	Hyper Beam	Normal	Special	150	90	5	Normal	—
TM16	Light Screen	Psychic	Status	—	—	30	2 Allies	—
TM17	Protect	Normal	Status	—	—	10	Self	—
TM18	Rain Dance	Water	Status	—	—	5	All	—
TM19	Giga Drain	Grass	Special	60	100	10	Normal	—
TM20	Safeguard	Normal	Status	—	—	25	2 Allies	—
TM21	Frustration	Normal	Physical	—	100	20	Normal	◯
TM22	SolarBeam	Grass	Special	120	100	10	Normal	—
TM23	Iron Tail	Steel	Physical	100	75	15	Normal	◯
TM24	Thunderbolt	Electric	Special	95	100	15	Normal	—
TM25	Thunder	Electric	Special	120	70	10	Normal	—
TM26	Earthquake	Ground	Physical	100	100	10	2 Foes/1 Ally	—
TM27	Return	Normal	Physical	—	100	20	Normal	◯
TM29	Psychic	Psychic	Special	90	100	10	Normal	—
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal	—
TM31	Brick Break	Fighting	Physical	75	100	15	Normal	◯
TM32	Double Team	Normal	Status	—	—	15	Self	—
TM33	Reflect	Psychic	Status	—	—	20	2 Allies	—
TM34	Shock Wave	Electric	Special	60	—	20	Normal	—
TM35	Flamethrower	Fire	Special	95	100	15	Normal	—
TM36	Sludge Bomb	Poison	Special	90	100	10	Normal	—
TM37	Sandstorm	Rock	Status	—	—	10	All	—
TM38	Fire Blast	Fire	Special	120	85	5	Normal	—
TM39	Rock Tomb	Rock	Physical	50	80	10	Normal	—
TM40	Aerial Ace	Flying	Physical	60	—	20	Normal	◯
TM42	Facade	Normal	Physical	70	100	20	Normal	◯
TM43	Secret Power	Normal	Physical	70	100	20	Normal	—
TM44	Rest	Psychic	Status	—	—	10	Self	—
TM50	Overheat	Fire	Special	140	90	5	Normal	—
TM52	Focus Blast	Fighting	Special	120	70	5	Normal	—
TM53	Energy Ball	Grass	Special	80	100	10	Normal	—
TM55	Brine	Water	Special	65	100	10	Normal	—
TM57	Charge Beam	Electric	Special	50	90	10	Normal	—
TM58	Endure	Normal	Status	—	—	10	Self	—
TM59	Dragon Pulse	Dragon	Special	90	100	10	Normal	—
TM61	Will-O-Wisp	Fire	Status	—	75	15	Normal	—
TM62	Silver Wind	Bug	Special	60	100	5	Normal	—
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal	◯
TM66	Payback	Dark	Physical	50	100	10	Normal	◯
TM67	Recycle	Normal	Status	—	—	10	Self	—
TM68	Giga Impact	Normal	Physical	150	90	5	Normal	◯
TM70	Flash	Normal	Status	—	100	20	Normal	—
TM71	Stone Edge	Rock	Physical	100	80	5	Normal	—
TM72	Avalanche	Ice	Physical	60	100	10	Normal	◯
TM73	Thunder Wave	Electric	Status	—	100	20	Normal	—
TM75	Swords Dance	Normal	Status	—	—	30	Self	—
TM76	Stealth Rock	Rock	Status	—	—	20	2 Foes	—
TM77	Psych Up	Normal	Status	—	—	10	Normal	—
TM79	Dark Pulse	Dark	Special	80	100	15	Normal	—
TM80	Rock Slide	Rock	Physical	75	90	10	2 Foes	—
TM81	X-Scissor	Bug	Physical	80	100	15	Normal	◯
TM82	Sleep Talk	Normal	Status	—	—	10	Depends	—
TM83	Natural Gift	Normal	Physical	—	100	15	Normal	—
TM84	Poison Jab	Poison	Physical	80	100	20	Normal	◯
TM85	Dream Eater	Psychic	Special	100	100	15	Normal	—
TM86	Grass Knot	Grass	Special	—	100	20	Normal	◯
TM87	Swagger	Normal	Status	—	90	15	Normal	—
TM90	Substitute	Normal	Status	—	—	10	Self	—
TM91	Flash Cannon	Steel	Special	80	100	10	Normal	—
TM92	Trick Room	Psychic	Status	—	—	5	All	—
HM01	Cut	Normal	Physical	50	95	30	Normal	◯
HM02	Fly	Flying	Physical	90	95	15	Normal	◯
HM03	Surf	Water	Special	95	100	15	2 Foes/1 Ally	—
HM04	Strength	Normal	Physical	80	100	15	Normal	◯
HM05	Whirlpool	Water	Special	15	70	15	Normal	—
HM06	Rock Smash	Fighting	Physical	40	100	15	Normal	◯
HM07	Waterfall	Water	Physical	80	100	15	Normal	◯
HM08	Rock Climb	Normal	Physical	90	85	20	Normal	◯

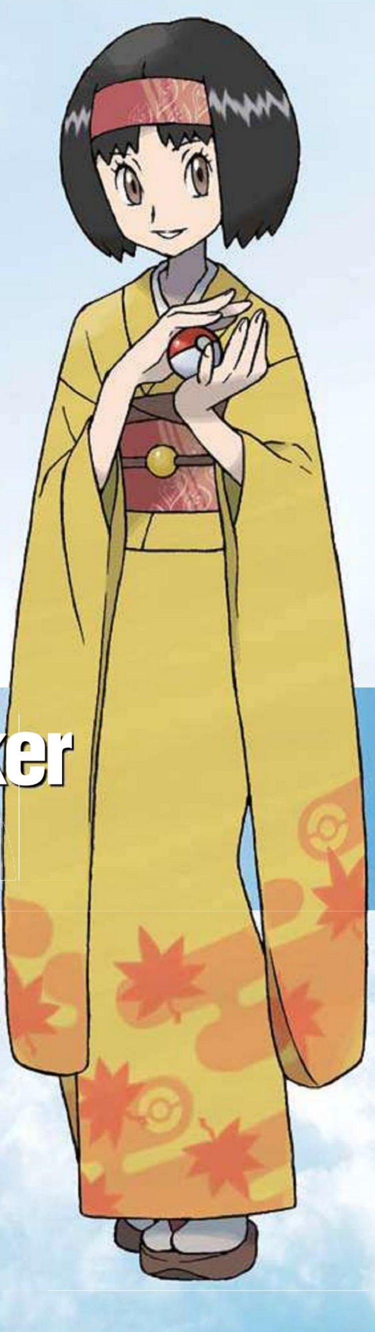
BP MOVES

Name	Type	Kind	Pow.	Acc.	PP	Range	DA
Dive	Water	Physical	80	100	10	Normal	◯
Fury Cutter	Bug	Physical	10	95	20	Normal	◯
Icy Wind	Ice	Special	55	95	15	2 Foes	—
Ominous Wind	Ghost	Special	60	100	5	Normal	—
Zen Headbutt	Psychic	Physical	80	90	15	Normal	◯
Trick	Psychic	Status	—	100	10	Normal	—
Snore	Normal	Special	40	100	15	Normal	—
Last Resort	Normal	Physical	130	100	5	Normal	◯
Swift	Normal	Special	60	—	20	2 Foes	—
Tailwind	Flying	Status	—	—	30	2 Allies	—
Gravity	Psychic	Status	—	—	5	All	—
Magic Coat	Psychic	Status	—	—	15	Self	—
Mud-Slap	Ground	Special	20	100	10	Normal	—
Iron Head	Steel	Physical	80	100	15	Normal	◯
Aqua Tail	Water	Physical	90	90	10	Normal	◯
Outrage	Dragon	Physical	120	100	15	1 Random	◯
AncientPower	Rock	Special	60	100	5	Normal	—
Signal Beam	Bug	Special	75	100	15	Normal	—
Earth Power	Ground	Special	90	100	10	Normal	—
Twister	Dragon	Special	40	100	20	2 Foes	—
Iron Defense	Steel	Status	—	—	15	Self	—
Heat Wave	Fire	Special	100	90	10	2 Foes	—



To Contents





Pokéwalker Guide



To Contents

Give Your Pokéwalker Your All



You and your Pokémon can go on a Stroll whenever you like

Learn how to use the Pokéwalker, a special pedometer made just for use with *Pokémon HeartGold* and *SoulSilver* Versions. You can send a Pokémon to it and walk around to have all kinds of fun!

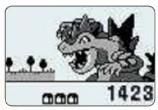
How to play with your Pokéwalker

The Pokéwalker has four play modes: Stroll, Poké Radar, Dowsing, and Connect. To start playing, send a Pokémon from your PC Box to the Pokéwalker. Once that's done, you don't need the Nintendo DS itself to play. Now you can play with your Pokémon anytime and anywhere!

The Pokéwalker's four play modes

1 Stroll

This is the basic gameplay mode, where your Pokémon walks in time with the steps you take and reacts to different things. The screen shuts off and goes to sleep if you don't press any buttons for a while, but the Pokéwalker still counts your steps.



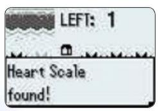
2 Poké Radar

This fun gameplay mode lets you catch Pokémon! The Pokémon you catch here can be transferred to *Pokémon HeartGold* or *SoulSilver Version*. Some Pokémon appear only on the Pokéwalker. All the more reason to try and catch them!



3 Dowsing

Dowsing mode lets you search for items hidden in tall grass. There's a wide variety of items to find, including rare and valuable items like TMs, Rare Candy, and Max Elixir.



4 Connect

Not only does the Pokéwalker connect to your Nintendo DS system, it can also connect directly to other Pokéwalkers by using its infrared connection. When you connect to another Pokéwalker, your Pokémon can play together and you can even receive gifts.



STEP 1 Master the use of the Pokéwalker

The Pokéwalker is simple enough that you can figure it out without even looking at the Pokéwalker Operations Manual. But just in case, here's how to make sense of the information on the screen. The main screen is where the Pokémon appears during Stroll mode. Press the round center button to switch to the menu screen.

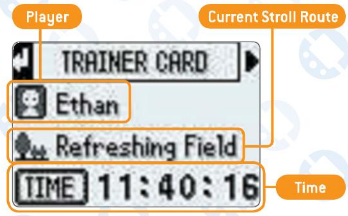
How to read the main screen



How to read the menu screen



How to read the Trainer Card screen



Poké Radar
Play with the Poké Radar to catch Pokémon hiding in the tall grass. If you see a Pokémon you want, go for it!

Trainer Card
Check information like the time and your current Route. Press the right button to view stats, like total steps so far.

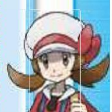
Dowsing
Look for items hidden in the tall grass, including rare and valuable items.

Pokémon & Items
Check the Pokémon on a Stroll, your caught Pokémon, found items, and more.

Connect
Use the infrared connection to connect to the DS Game Card or another Pokéwalker.

Settings
Change the volume or adjust contrast settings to change the screen's brightness.

STEP 2 Connecting to a DS Game Card



You can exchange Pokémon and items between the DS Game Card and your Pokéwalker as soon as Lyra or Ethan has explained how to catch Pokémon. You can send a Pokémon from your PC Box to take it with you in the Pokéwalker. Moving Pokémon back and forth between the Pokéwalker and the DS Game Card is an easy process.



Two-way transfers via infrared connection

The Nintendo DS and the Pokéwalker both have a front-mounted infrared sensor. When you want to transfer data, have the devices face each other as shown.

Transferring data between the DS Game Card and the Pokéwalker

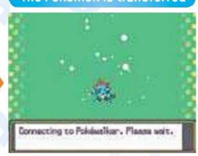
Send Pokémon to the Pokéwalker

From the main menu of *Pokémon HeartGold* and *SoulSilver* Versions, select "CONNECT TO POKéWALKER." Then choose a Pokémon from your PC Box and the Route you want to take. Position the Nintendo DS and the Pokéwalker so they face each other, then hold down the Pokéwalker's center button for five seconds.

Choose a Route



The Pokémon is transferred



Return a Pokémon to the Nintendo DS system

From the main menu of *Pokémon HeartGold* and *SoulSilver* Versions, choose "CONNECT TO POKéWALKER," then "RETURN FROM A STROLL." On the Pokéwalker, choose "CONNECT." Position the Nintendo DS and the Pokéwalker so they face each other, then hold down the Pokéwalker's center button for five seconds.

Choose "CONNECT"



The Pokémon returns



STEP 3 Take a Pokémon for a Stroll

Collecting Watts: Get 1 W for every 20 steps

When you take a Pokémon for a Stroll, its friendship increases and it earns Exp. Points. You'll also unlock more Routes, depending on how many "Watts" (W) you've accumulated. Taking 20 steps gains you one Watt. Take the Pokéwalker everywhere you go so you and your Pokémon will have more Routes to visit.

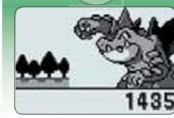


Pokémon Routes

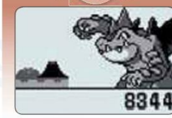
Refreshing Field
W needed: None (default)



Noisy Forest
W needed: None (default)



Rugged Road
W needed: 50



Beautiful Beach
W needed: 200



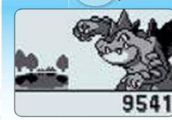
Suburban Area
W needed: 500



Dim Cave
W needed: 1,000



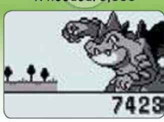
Blue Lake
W needed: 2,000



Town Outskirts
W needed: 3,000



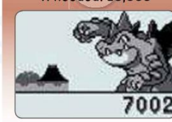
Hoenn Field
W needed: 5,000



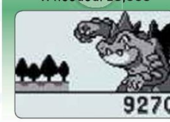
Warm Beach
W needed: 7,500



Volcano Path
W needed: 10,000



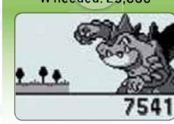
Treehouse
W needed: 15,000



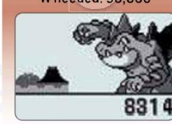
Scary Cave
W needed: 20,000



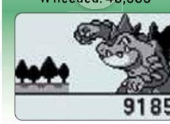
Sinnoh Field
W needed: 25,000



Icy Mountain Rd.
W needed: 30,000



Big Forest
W needed: 40,000



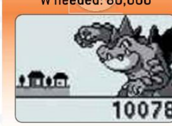
White Lake
W needed: 50,000



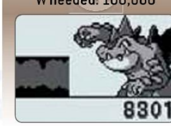
Stormy Beach
W needed: 65,000



Resort
W needed: 80,000



Quiet Cave
W needed: 100,000



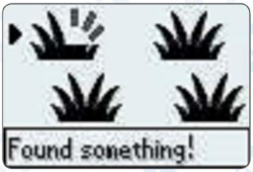
STEP 4 Catch Pokémon with the Poké Radar

Watts needed: 10

It costs ten Watts to use the Poké Radar. Look for Pokémon hiding in tall grass, battle them with the Pokémon you brought, and try to catch them. You can send any caught Pokémon to your *Pokémon HeartGold* and *SoulSilver* Versions.

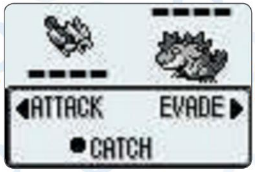
How to catch Pokémon

1 A rustling in the tall grass...



You'll see "!" popping up over one of four patches of tall grass.

2 Battle the Pokémon!



If a Pokémon emerges from the tall grass, choose one of the actions below.

3 Throw a Poké Ball!



If you're successful, you catch the Pokémon. You can have up to three caught Pokémon at a time.

Poké Radar battle actions

Your Action	Foe's Action	Effect
Attack	Attacks	Both sides take 1 damage.
	Evades	Your Pokémon takes 1 damage.
	Runs	Opponent Pokémon receives a critical hit and takes 2 damage.
Evade	Attacks	Opponent Pokémon takes 1 damage.
	Evades	The Pokémon stare at each other.
	Runs	Opponent Pokémon flees.
Catch	—	More effective as the opponent Pokémon gets weaker. If it fails, the opponent Pokémon flees.

Which rare Pokémon can you catch?

Lots of different Pokémon can appear on the Pokéwalker. In addition to ones that are rare in the *Pokémon HeartGold* and *SoulSilver* Versions, you might even see Pokémon that are hard to find in *Pokémon Diamond* or *Pearl* versions or *Pokémon Platinum Version*.

Spiritomb



Munchlax



Feebas



Kecleon



Snover



Magby



Smoochum



Zigzagoon



Shellos



Carvanha



STEP 5 Find items with Dowsing

Watts needed: 3

Using Dowsing (the Dowsing Machine) costs 3 W. You search for an item hidden in the tall grass. These items include some great rare finds, such as the Evolution item Sun Stone or Max Elixir, which fully restores a Pokémon's Power Points. Items you find can be transferred to *Pokémon HeartGold* or *SoulSilver Version*.





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How to find items

1 Pick a patch of tall grass



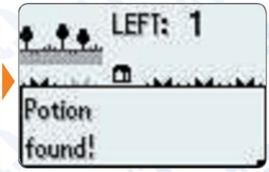
Follow your hunch and pick the one patch of tall grass out of six that you think contains an item.

2 Receive a hint



If you guessed wrong, you'll get a hint about where to look.

3 Search for an item



If you locate the item, it's yours. You can carry up to three items at a time.

STEP 6 Connect to other Pokéwalkers over infrared connection

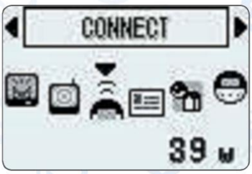
Watts needed: 0

You can use the infrared connection to connect to any other player with a Pokémon in his or her Pokéwalker. When you do, your Pokémon can play together, and you can even receive gifts. If you see someone with a Pokéwalker, go talk to him or her and have fun connecting!



How to connect via infrared connection

1 Choose "CONNECT"



With your Pokéwalkers facing each other, select "CONNECT" from the menu screen.

2 Your Pokémon play together



Both of your Pokémon spend some time visiting with each other and playing together.

3 Receive a gift



When your Pokémon returns to your Pokéwalker, you'll receive a gift.



STEP 7 Catch Pokémon Exclusive to the Pokéwalker

Some Pokémon in *Pokémon HeartGold* and *SoulSilver* only appear on the Pokéwalker. You need to catch them here if you want to complete the National Pokédex. Use your Pokéwalker as much as you can to obtain these Pokémon. This may be your best or only chance!

Pokémon that don't appear in *Pokémon HeartGold* or *SoulSilver*

Pokémon	Route
Bonsly	Big Forest
Carvanha	Warm Beach
Castform	Treehouse
Feebas	Quiet Cave
Finneon	Stormy Beach
Mime Jr.	Sinnoh Field
Munchlax	Quiet Cave
Shellos	Stormy Beach
Skitty	Hoenn Field
Snorunt	Icy Mountain Rd.
Snover	Icy Mountain Rd.
Spiritomb	Quiet Cave
Treecko	Treehouse
Tropius	Big Forest
Wailmer	Warm Beach



See the journal of your Pokémon's Stroll

When a Pokémon returns from a Stroll, you can see a journal of your Pokémon's Pokéwalker adventures. It's an interesting way to get an insight into your Pokémon's mood. Be sure to check out the journal and see how things went.

When there are good memories of the Stroll and Poké Radar



If your Pokémon had a good Stroll, the entry will look like this when it returns to the Nintendo DS.



You can read the Pokémon's fond memories, like how it enjoyed a good long Stroll.



If you catch a Pokémon during a Stroll, that's also recorded in the journal.

When there are bad memories



If you transfer a Pokémon to the Pokéwalker only to send it right back to your DS Game Card, the journal entry will look like this.



If you try but fail to catch a Pokémon, it will be noted in the journal.



This is what you'll see in the journal if you battled a Pokémon you found using the Poké Radar...and lost.

Pokéwalker Appearance Charts (Refreshing Field • Noisy Forest • Rugged Road)

Refreshing Field

Watts needed to unlock Route: None
Useful Pokémon types: Fire, Bug, Flying

Pokémon	Group	Steps to appear	Frequency
Doduo	A	◎	◎
Kangaskhan	A	○	○
Nidoran ♀	B	◎	◎
Nidoran ♂	B	◎	◎
Pidgey	C	◎	◎
Sentret	C	◎	◎

Item	Steps to appear	Frequency
Awakening	◎	○
Burn Heal	◎	△
Cheri Berry	◎	○
Chesto Berry	◎	△
Full Heal	◎	△

Item	Steps to appear	Frequency
Ice Heal	◎	△
Oran Berry	◎	○
Parlyz Heal	◎	○
Potion	◎	◎
Revive	○	△

Noisy Forest

Watts needed to unlock Route: None
Useful Pokémon types: Fire, Ice, Flying

Pokémon	Group	Steps to appear	Frequency
Bellsprout	A	○	◎
Wobbuffet	A	○	△
Paras	B	◎	◎
Venonat	B	◎	◎
Oddish	C	◎	◎
Spearow	C	◎	◎

Item	Steps to appear	Frequency
Big Mushroom	◎	▲
Cheri Berry	◎	◎
EnergyPowder	◎	○
Energy Root	◎	▲
Ether	◎	▲

Item	Steps to appear	Frequency
Green Shard	◎	△
Net Ball	△	△
Pecha Berry	◎	○
Revive	○	△
TinyMushroom	◎	○

Rugged Road

Watts needed to unlock Route: 50
Useful Pokémon types: Water, Fighting, Ground

Pokémon	Group	Steps to appear	Frequency
Magby	A	△	○
Onix	A	○	◎
Machop	B	◎	◎
Ponyta	B	◎	◎
Geodude	C	◎	◎
Hoothoot	C	◎	◎

Item	Steps to appear	Frequency
Antidote	◎	○
Burn Heal	◎	△
Escape Rope	◎	○
Full Heal	◎	△
Hard Stone	△	▲

Item	Steps to appear	Frequency
PP Up	△	▲
Red Shard	○	△
Repel	◎	◎
Star Piece	◎	△
Super Repel	◎	△

Steps to appear: ◎ 0–2,000 ○ 2,001–4,999 △ 5,000–8,999 ▲ 9,000 or more
Frequency: ◎ Often ○ Average △ Rare ▲ Almost never
If you bring a Pokémon that is one of the useful types, the number of steps needed for a Pokémon to appear is slightly lower.
The Pokémon you transfer to the Pokéwalker and the Route you choose will affect which Pokémon appear in Poké Radar mode.
There are three Pokémon that can possibly appear: one from group A, one from group B, and one from group C.

To Contents

Pokéwalker Appearance Charts (Beautiful Beach • Suburban Area • Dim Cave • Blue Lake • Town Outskirts • Hoenn Field)

Beautiful Beach

Watts needed to unlock Route: 200

Useful Pokémon types: Grass, Electric, Dragon

Pokémon	Group	Steps to appear	Frequency
Psyduck	A	○	◎
Staryu	A	△	◎
Poliwag	B	◎	◎
Slowpoke	B	◎	◎
Sunkern	C	◎	◎
Wooper	C	◎	◎

Item	Steps to appear	Frequency
Aspear Berry	◎	△
Big Pearl	○	△
Blue Shard	○	△
Dive Ball	△	△
Fresh Water	◎	◎

Item	Steps to appear	Frequency
Full Heal	◎	△
Heart Scale	◎	△
Leppa Berry	◎	△
Rawst Berry	◎	○
Soda Pop	◎	○

Suburban Area

Watts needed to unlock Route: 500

Useful Pokémon types: Fighting, Normal, Psychic

Pokémon	Group	Steps to appear	Frequency
Elekid	A	△	▲
Magnemite	A	○	○
Magnemite	B	◎	◎
Murkrow	B	◎	○
Hoothoot	C	◎	◎
Rattata	C	◎	◎

Item	Steps to appear	Frequency
Dire Hit	◎	△
Guard Spec.	◎	△
Potion	◎	◎
PP Up	△	▲
X Accuracy	◎	△

Item	Steps to appear	Frequency
X Attack	◎	△
X Defend	◎	△
X Sp. Def	◎	△
X Special	◎	△
X Speed	◎	△

Dim Cave

Watts needed to unlock Route: 1,000

Useful Pokémon types: Water, Dark, Rock

Pokémon	Group	Steps to appear	Frequency
Gastly	A	△	△
Smoochum	A	△	○
Gastly	B	◎	◎
Onix	B	◎	◎
Machop	C	◎	◎
Zubat	C	◎	◎

Item	Steps to appear	Frequency
Elixir	○	▲
Ether	◎	△
Hyper Potion	◎	△
Max Ether	◎	▲
Max Potion	◎	▲

Item	Steps to appear	Frequency
Persim Berry	○	△
SilverPowder	△	▲
Sitrus Berry	◎	◎
TM18	△	△
Yellow Shard	○	△

Blue Lake

Watts needed to unlock Route: 2,000

Useful Pokémon types: Grass, Electric, Dragon

Pokémon	Group	Steps to appear	Frequency
Dratini	A	△	△
Poliwag	A	○	◎
Krabby	B	◎	◎
Shellder	B	◎	◎
Goldeen	C	◎	◎
Tentacool	C	◎	◎

Item	Steps to appear	Frequency
Dive Ball	○	▲
Fresh Water	◎	◎
Leppa Berry	◎	△
Lum Berry	○	▲
Net Ball	○	▲

Item	Steps to appear	Frequency
Pearl	◎	▲
Sitrus Berry	◎	△
Star Piece	○	▲
Stardust	◎	△
TM11	△	△

Town Outskirts

Watts needed to unlock Route: 3,000

Useful Pokémon types: Fighting, Ghost, Normal

Pokémon	Group	Steps to appear	Frequency
Abra	A	△	○
Voltorb	A	○	◎
Grimer	B	○	◎
Koffing	B	○	◎
Furret	C	◎	◎
Rattata	C	◎	◎

Item	Steps to appear	Frequency
Dire Hit	◎	△
Great Ball	◎	▲
Guard Spec.	○	△
Lum Berry	◎	△
Poké Ball	◎	◎

Item	Steps to appear	Frequency
TM37	△	△
Ultra Ball	◎	△
X Accuracy	◎	△
X Attack	◎	△
X Sp. Def	○	▲

Hoenn Field

Watts needed to unlock Route: 5,000

Useful Pokémon types: Fire, Grass, Flying

Pokémon	Group	Steps to appear	Frequency
Linoone	A	△	◎
Skitty	A	△	○
Illumise	B	◎	◎
Volbeat	B	◎	◎
Wurmple	C	◎	◎
Zigzagoon	C	◎	◎

Item	Steps to appear	Frequency
Bluk Berry	◎	△
Ganlon Berry	△	▲
Kelpsy Berry	◎	△
Nanab Berry	◎	△
Occa Berry	○	△

Item	Steps to appear	Frequency
Passho Berry	○	▲
Pomeg Berry	◎	△
Qualot Berry	○	△
Razz Berry	◎	◎
Wacan Berry	○	▲

Steps to appear: ◎ 0–2,000 ○ 2,001–4,999 △ 5,000–8,999 ▲ 9,000 or more
Frequency: ◎ Often ○ Average △ Rare ▲ Almost never
If you bring a Pokémon that is one of the useful types, the number of steps needed for a Pokémon to appear is slightly lower.
The Pokémon you transfer to the Pokéwalker and the Route you choose will affect which Pokémon appear in Poké Radar mode.
There are three Pokémon that can possibly appear: one from group A, one from group B, and one from group C.

Pokéwalker Appearance Charts (Warm Beach • Volcano Path • Treehouse • Scary Cave • Sinnoh Field • Icy Mountain Rd.)

Warm Beach

Watts needed to unlock Route: 7,500

Useful Pokémon types: Grass, Electric, Dragon

Pokémon	Group	Steps to appear	Frequency
Azurill	A	△	○
Wailmer	A	△	○
Carvanha	B	◎	◎
Horsea	B	◎	◎
Goldeen	C	◎	◎
Magikarp	C	◎	◎

Item	Steps to appear	Frequency
Big Pearl	○	▲
Blue Shard	○	△
Fire Stone	△	▲
Fresh Water	◎	◎
Heart Scale	○	▲

Item	Steps to appear	Frequency
Liechi Berry	△	▲
Pearl	◎	▲
Revive	◎	○
Wepear Berry	◎	△
Yellow Shard	○	△

Volcano Path

Watts needed to unlock Route: 10,000

Useful Pokémon types: Water, Fighting, Rock

Pokémon	Group	Steps to appear	Frequency
Meditite	A	△	◎
Slugma	A	△	◎
Houndour	B	◎	◎
Rhyhorn	B	◎	◎
Geodude	C	◎	◎
Ponyta	C	◎	◎

Item	Steps to appear	Frequency
Apicot Berry	△	▲
Flame Orb	○	▲
Ice Heal	◎	○
Lava Cookie	○	▲
Moon Stone	△	△

Item	Steps to appear	Frequency
Pinap Berry	◎	△
Potion	◎	◎
Red Shard	◎	△
Revive	◎	△
Sun Stone	△	▲

Treehouse

Watts needed to unlock Route: 15,000

Useful Pokémon types: Fire, Ice, Flying

Pokémon	Group	Steps to appear	Frequency
Castform	A	△	△
Kecleon	A	△	△
Girafarig	B	◎	◎
Stantler	B	◎	◎
Gloom	C	◎	◎
Weepinbell	C	◎	◎

Item	Steps to appear	Frequency
Calcium	○	▲
EnergyPowder	◎	◎
Energy Root	◎	△
Ether	◎	▲
Heal Powder	◎	△

Item	Steps to appear	Frequency
Max Elixir	○	▲
Max Ether	○	▲
Max Potion	○	△
Revival Herb	◎	△
Salac Berry	△	▲

Scary Cave

Watts needed to unlock Route: 20,000

Useful Pokémon types: Dark, Ghost, Rock

Pokémon	Group	Steps to appear	Frequency
Marowak	A	△	○
Tauros	A	△	○
Golbat	B	◎	◎
Natu	B	◎	◎
Gastly	C	◎	◎
Machop	C	◎	◎

Item	Steps to appear	Frequency
Blue Shard	○	△
Dusk Ball	○	△
Green Shard	◎	△
Iron	○	▲
Old Gateau	○	▲

Item	Steps to appear	Frequency
Petaya Berry	△	▲
Red Shard	◎	△
Repel	◎	◎
Thick Club	○	▲
Yellow Shard	◎	△

Sinnoh Field

Watts needed to unlock Route: 25,000

Useful Pokémon types: Fire, Ice, Flying

Pokémon	Group	Steps to appear	Frequency
Combee	A	△	○
Mime Jr.	A	△	○
Budew	B	○	◎
Shinx	B	○	◎
Bidoof	C	◎	◎
Kricketot	C	◎	◎

Item	Steps to appear	Frequency
Full Heal	◎	△
Full Restore	○	▲
Hyper Potion	◎	△
Max Potion	○	△
Nest Ball	◎	△

Item	Steps to appear	Frequency
Rare Candy	△	▲
Repeat Ball	○	△
Revive	◎	△
Super Potion	◎	◎
Timer Ball	○	△

Icy Mountain Rd.

Watts needed to unlock Route: 30,000

Useful Pokémon types: Fire, Ice, Ground

Pokémon	Group	Steps to appear	Frequency
Snorunt	A	▲	○
Snover	A	▲	○
Bronzor	B	○	◎
Sneasel	B	○	◎
Mareep	C	◎	◎
Swinub	C	◎	◎

Item	Steps to appear	Frequency
Damp Rock	○	▲
Full Heal	◎	○
Heat Rock	○	▲
Icy Rock	○	▲
Max Repel	◎	△

Item	Steps to appear	Frequency
Rindo Berry	○	▲
Smooth Rock	○	▲
TM07	△	△
X Defend	◎	◎
Yache Berry	△	▲



To Contents

Pokéwalker Appearance Charts (Big Forest • White Lake • Stormy Beach • Resort • Quiet Cave)

Big Forest

Watts needed to unlock Route 40,000

Useful Pokémon types: Fire, Ice, Flying

Pokémon	Group	Steps to appear	Frequency
Bonsly	A	△	○
Tropius	A	△	○
Bibarel	B	◎	◎
Tangela	B	◎	◎
Exeggcute	C	◎	◎
Mareep	C	◎	◎

Item	Steps to appear	Frequency
Belue Berry	○	△
Big Mushroom	○	○
Bluk Berry	○	▲
Durin Berry	○	△
Grepa Berry	◎	△

Item	Steps to appear	Frequency
Hondew Berry	△	▲
Honey	◎	△
Qualot Berry	○	▲
Tamato Berry	◎	△
TinyMushroom	◎	◎

White Lake

Watts needed to unlock Route 50,000

Useful Pokémon types: Grass, Electric, Dragon

Pokémon	Group	Steps to appear	Frequency
Chingling	A	△	○
Misdreavus	A	△	○
Buizel	B	◎	◎
Haunter	B	◎	◎
Chinchou	C	◎	◎
Remoraid	C	◎	◎

Item	Steps to appear	Frequency
Chople Berry	○	▲
Cornn Berry	◎	◎
Kebia Berry	△	▲
Magost Berry	◎	△
Nomel Berry	○	△

Item	Steps to appear	Frequency
Pamtre Berry	○	△
Rabuta Berry	◎	△
Spelon Berry	○	△
TM68	▲	▲
Watmel Berry	○	△

Stormy Beach

Watts needed to unlock Route 65,000

Useful Pokémon types: Grass, Electric, Dragon

Pokémon	Group	Steps to appear	Frequency
Finneon	A	○	△
Shellos	A	△	◎
Magikarp	B	◎	◎
Seel	B	◎	◎
Psyduck	C	◎	◎
Shellder	C	◎	◎

Item	Steps to appear	Frequency
Charti Berry	○	▲
Coba Berry	○	▲
Fresh Water	◎	◎
Heal Ball	◎	△
Heart Scale	◎	○

Item	Steps to appear	Frequency
Payapa Berry	○	▲
PP Up	△	▲
Quick Ball	◎	△
Shuca Berry	○	▲
Tanga Berry	○	▲

Resort

Watts needed to unlock Route 80,000

Useful Pokémon types: Fighting, Normal, Psychic

Pokémon	Group	Steps to appear	Frequency
Pachirisu	A	△	○
Pikachu	A	△	○
Clefairy	B	○	◎
Jigglypuff	B	○	◎
Hoppip	C	◎	◎
Marill	C	◎	◎

Item	Steps to appear	Frequency
Fluffy Tail	○	△
Fresh Water	◎	◎
Green Shard	◎	△
Honey	◎	▲
Lemonade	◎	▲

Item	Steps to appear	Frequency
Luxury Ball	△	▲
Max Repel	◎	▲
Moomoo Milk	○	△
Poké Doll	△	▲
Soda Pop	◎	△

Quiet Cave

Watts needed to unlock Route 100,000

Useful Pokémon types: Dark, Psychic, Ghost

Pokémon	Group	Steps to appear	Frequency
Munchlax	A	▲	▲
Spiritomb	A	▲	▲
Chingling	B	◎	○
Feebas	B	◎	△
Golbat	C	◎	◎
Noctowl	C	◎	◎

Item	Steps to appear	Frequency
Big Pearl	○	▲
Dusk Ball	◎	△
Elixir	◎	◎
Heart Scale	○	△
Max Elixir	○	▲

Item	Steps to appear	Frequency
Nugget	△	▲
Pearl	◎	△
Stardust	◎	△
TM10	△	△
TM15	▲	▲

Steps to appear: ◎ 0–2,000 ○ 2,001–4,999 △ 5,000–8,999 ▲ 9,000 or more
Frequency: ◎ Often ○ Average △ Rare ▲ Almost never
If you bring a Pokémon that is one of the useful types, the number of steps needed for a Pokémon to appear is slightly lower.
The Pokémon you transfer to the Pokéwalker and the Route you choose will affect which Pokémon appear in Poké Radar mode.
There are three Pokémon that can possibly appear: one from group A, one from group B, and one from group C.

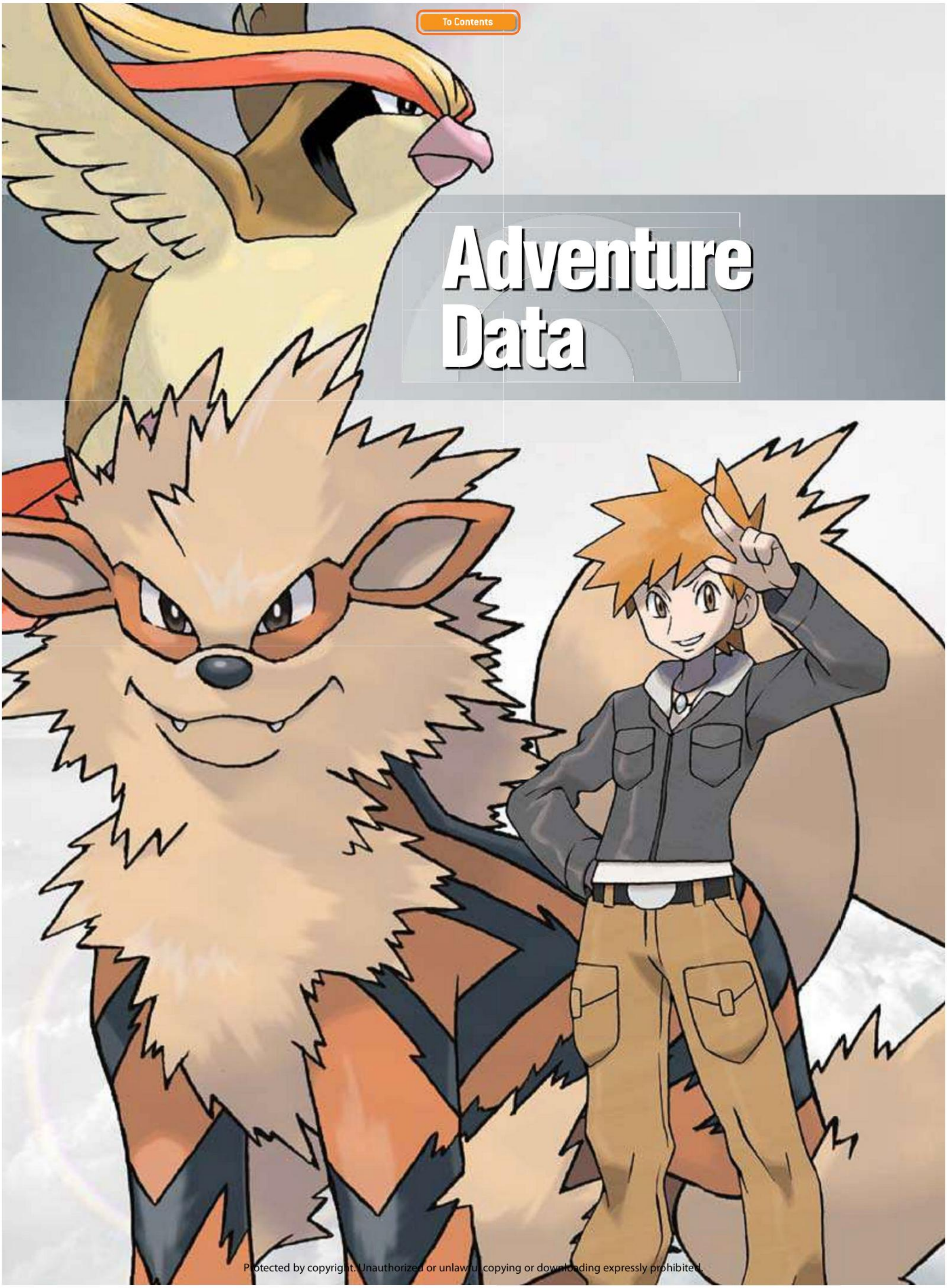







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Pokémon Moves

A

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Absorb	Grass	Special	20	100	25	Regular	—	Restores HP equal to half of damage inflicted on the target.
Acid	Poison	Special	40	100	30	2 foes	—	There is a 10% chance of lowering the target's Sp. Defense by 1. The attack power decreases in Double Battles.
Acid Armor	Poison	Status	—	—	40	Self	—	Raises user's Defense by 2.
Acupressure	Normal	Status	—	—	30	1 ally	—	Raises a random stat by 2.
Aerial Ace	Flying	Physical	60	—	20	Regular	○	Always strikes the target.
Aeroblast	Flying	Special	100	95	5	Regular	—	High critical-hit rate.
Agility	Psychic	Status	—	—	30	Self	—	Raises user's Speed by 2.
Air Cutter	Flying	Special	55	95	25	2 foes	—	High critical-hit rate. The attack is weaker in Double Battles.
Air Slash	Flying	Special	75	95	20	Regular	—	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Amnesia	Psychic	Status	—	—	20	Self	—	Raises user's Sp. Defense by 2.
AncientPower	Rock	Special	60	100	5	Regular	—	Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense, and Speed by 1.
Aqua Jet	Water	Physical	40	100	20	Regular	○	Move always attacks first (if both opponents use this move, the one with the higher Speed goes first).
Aqua Ring	Water	Status	—	—	20	Self	—	Gradually restores HP with every turn.
Aqua Tail	Water	Physical	90	90	10	Regular	○	Regular attack.
Arm Thrust	Fighting	Physical	15	100	20	Regular	○	Attacks 2–5 times in a row in a single turn.
Aromatherapy	Grass	Status	—	—	5	All allies	—	Heals status ailments of all ally Pokémon in your party.
Assist	Normal	Status	—	—	20	Depends	—	Uses a random move from one of the non-participating Pokémon in your party.
Assurance	Dark	Physical	50	100	10	Regular	○	Does twice the damage if the target has already taken damage that turn.
Astonish	Ghost	Physical	30	100	15	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Attack Order	Bug	Physical	90	100	15	Regular	—	High critical hit rate.
Attract	Normal	Status	—	100	15	Regular	—	This move has a 50% chance of making the target unable to attack. Only works if the user and target are different genders.
Aura Sphere	Fighting	Special	90	—	20	Regular	—	Always strikes the target.
Aurora Beam	Ice	Special	65	100	20	Regular	—	This move has a 10% chance of lowering the target's Attack by 1.
Avalanche	Ice	Physical	60	100	10	Regular	○	This move deals double the damage if the user has already received damage from the target that turn.

B

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Barrage	Normal	Physical	15	85	20	Regular	—	Attacks 2–5 times in a row in a single turn.
Barrier	Psychic	Status	—	—	30	Self	—	Raises user's Defense by 2.
Baton Pass	Normal	Status	—	—	40	Self	—	Swaps out with an ally Pokémon, passing along any stat changes.
Beat Up	Dark	Physical	10	100	10	Regular	—	Attacks according to the number of Pokémon in your party, including the user, but not Pokémon that have fainted.
Belly Drum	Normal	Status	—	—	10	Self	—	Halves the user's HP, but raises its Attack to the maximum.
Bide	Normal	Physical	—	—	10	Self	○	Counter-inflicts twice the damage received in the next 2 turns.
Bind	Normal	Physical	15	75	20	Regular	○	Inflicts damage over 2–5 turns. Target cannot escape during that time.
Bite	Dark	Physical	60	100	25	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Blast Burn	Fire	Special	150	90	5	Regular	—	Cannot move on the next turn. If the target is afflicted with the Frozen condition, this move melts the ice.
Blaze Kick	Fire	Physical	85	90	10	Regular	○	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice.
Blizzard	Ice	Special	120	70	5	2 foes	—	This move has a 10% chance of inflicting the Frozen condition on the target. The attack power decreases in Double Battles.
Block	Normal	Status	—	—	5	Regular	—	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Body Slam	Normal	Physical	85	100	15	Regular	○	This move has a 30% chance of inflicting the Paralysis condition on the target.
Bone Club	Ground	Physical	65	85	20	Regular	—	This move has a 10% chance of making the target flinch (target cannot use moves for that turn).
Bone Rush	Ground	Physical	25	80	10	Regular	—	Attacks 2–5 times in a row in a single turn.
Bonemerang	Ground	Physical	50	90	10	Regular	—	Attacks twice in a row in a single turn.
Bounce	Flying	Physical	85	85	5	Regular	○	Flies into the air on first turn, then attacks on the second. This move has a 30% chance of inflicting the Paralysis condition on the target.
Brave Bird	Flying	Physical	120	100	15	Regular	○	User takes 1/3 of the damage inflicted on the target.
Brick Break	Fighting	Physical	75	100	15	Regular	○	This move breaks through Reflect and Light Screen.
Brine	Water	Special	65	100	10	Regular	—	This move delivers twice the damage if the target has less than half its maximum HP.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Bubble	Water	Special	20	100	30	2 foes	—	This move has a 10% chance of lowering the target's Speed. The attack is weaker in Double Battles.
BubbleBeam	Water	Special	65	100	20	Regular	—	This move has a 10% chance of lowering the target's Speed by 1.
Bug Bite	Bug	Physical	60	100	20	Regular	○	Eats and uses the effects of opponent's Berry in battle.
Bug Buzz	Bug	Special	90	100	10	Regular	—	This move has a 10% chance of lowering the target's Sp. Defense by 1.
Bulk Up	Fighting	Status	—	—	20	Self	—	Raises the user's Attack and Defense by 1.
Bullet Punch	Steel	Physical	40	100	30	Regular	○	This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)
Bullet Seed	Grass	Physical	10	100	30	Regular	—	Attacks 2–5 times in a single turn.

C

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Calm Mind	Psychic	Status	—	—	20	Self	—	Raises the user's Sp. Attack and Sp. Defense by 1.
Camouflage	Normal	Status	—	—	20	Self	—	Changes user's type in accordance with the terrain. Tall grass/water puddle: Grass type. Sandy ground/marsh: Ground type. Rocky ground/cave: Rock type. Water surface: Water type. Snowy/icy ground: Ice type. Floor: Normal Type.
Captivate	Normal	Status	—	100	20	2 foes	—	Lowers Sp. Attack by 2. Only works if the user and target are opposite genders.
Charge	Electric	Status	—	—	20	Self	—	Doubles attack power of an Electric-type move used on following turn. Raises user's Sp. Defense by 1.
Charge Beam	Electric	Special	50	90	10	Regular	—	This move has a 70% chance of raising the user's Sp. Attack by 1.
Charm	Normal	Status	—	100	20	Regular	—	Lowers the target's Attack by 2.
Chatter	Flying	Special	60	100	20	Regular	—	May Confuse the target—likelihood depends on the volume of the sound you recorded (Chatot only).
Clamp	Water	Physical	35	75	10	Regular	○	Inflicts damage for 2–5 turns. Target cannot escape during that time.
Close Combat	Fighting	Physical	120	100	5	Regular	○	Lowers user's Defense and Sp. Defense by 1.
Comet Punch	Normal	Physical	18	85	15	Regular	○	Attacks 2–5 times in a single turn.
Confuse Ray	Ghost	Status	—	100	10	Regular	—	Inflicts the Confused condition on the target.
Confusion	Psychic	Special	50	100	25	Regular		This move has a 10% chance of inflicting the Confused condition on the target.
Constrict	Normal	Physical	10	100	35	Regular	○	This move has a 10% chance of lowering the target's Speed by 1.
Conversion	Normal	Status	—	—	30	Self	—	Changes user's type to that of one of its moves.
Conversion 2	Normal	Status	—	—	30	Self	—	Changes user's type to type that is strong against foe's last-used move.
Copycat	Normal	Status	—	—	20	Depends	—	Uses the last move executed.
Cosmic Power	Psychic	Status	—	—	20	Self	—	Raises user's Defense and Sp. Defense by 1.
Cotton Spore	Grass	Status	—	85	40	Regular	—	Lowers the target's Speed by 2.
Counter	Fighting	Physical	—	100	20	Self	○	If user is attacked physically, this move counter-inflicts twice the damage. Always strikes last.
Covet	Normal	Physical	40	100	40	Regular	○	If the target has an item and user has none, the user steals the target's item.
Crabhammer	Water	Physical	90	85	10	Regular	○	High critical-hit rate.
Cross Chop	Fighting	Physical	100	80	5	Regular	○	High critical-hit rate.
Cross Poison	Poison	Physical	70	100	20	Regular	○	High critical-hit rate. This move has a 10% chance of inflicting the Poison condition on the target.
Crunch	Dark	Physical	80	100	15	Regular	○	This move has a 20% chance of lowering the target's Defense by 1.
Crush Claw	Normal	Physical	75	95	10	Regular	○	This move has a 50% chance of lowering the target's Defense by 1.
Crush Grip	Normal	Physical	—	100	5	Regular	○	If the target has high HP remaining, the damage of the move is increased (max attack power: 120).
Curse	???	Status	—	—	10	Regular / Self	—	Lowers user's Speed by 1 and raises its Attack and Defense by 1. If used by a Ghost-type Pokémon, it halves user's HP, but lowers the target's HP by 1/4 of maximum every turn.
Cut	Normal	Physical	50	95	30	Regular	○	Regular attack.

D

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Dark Pulse	Dark	Special	80	100	15	Regular	—	There is a 20% chance of making the target flinch (target cannot use moves for that turn).
Dark Void	Dark	Status	—	80	10	2 foes	—	Inflicts the Sleep condition on the target.
Defend Order	Bug	Status	—	—	10	Self	—	Raises the user's Defense and Sp. Defense by 1.
Defense Curl	Normal	Status	—	—	40	Self	—	Raises the user's Defense by 1.
Defog	Flying	Status	—	—	15	Regular	—	Lowers the target's evasion by 1. Nullifies the effects of the target's Light Screen, Reflect, Safeguard, Mist, Spikes, or Toxic Spikes, and nullifies the Fog weather condition.

D

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Destiny Bond	Ghost	Status	—	—	5	Self	—	When executed, if the user faints due to damage from the target, the target faints as well.
Detect	Fighting	Status	—	—	5	Self	—	Protects against a move used by the target on that turn. Chance of failure increases with each successive use.
Dig	Ground	Physical	80	100	10	Regular	○	User burrows underground on the first turn, and then attacks on the second.
Disable	Normal	Status	—	80	20	Regular	—	Prevents the target from using the last move it used for several turns.
Discharge	Electric	Special	80	100	15	2 foes–1 ally	—	This move has a 30% chance of inflicting the Paralysis condition on the target. The attack power decreases in Double Battles.
Dive	Water	Physical	80	100	10	Regular	○	Dives underwater on the first turn, then attacks on the second.
Dizzy Punch	Normal	Physical	70	100	10	Regular	○	This move has a 20% chance of inflicting the Confused condition on the target.
Doom Desire	Steel	Special	120	85	5	Regular	—	Attacks the target after 2 turns. Inflicts damage regardless of the target's type.
Double Hit	Normal	Physical	35	90	10	Regular	○	Attacks twice in a row in a single turn.
Double Kick	Fighting	Physical	30	100	30	Regular	○	Attacks twice in a row in a single turn.
Double Team	Normal	Status	—	—	15	Self	—	Raises user's evasion by 1.
Double-Edge	Normal	Physical	120	100	15	Regular	○	User takes damage equal to 1/3 of damage inflicted on the target.
DoubleSlap	Normal	Physical	15	85	10	Regular	○	Attacks consecutively 2–5 times.
Draco Meteor	Dragon	Special	140	90	5	Regular	—	Lowers the user's Sp. Attack by 2.
Dragon Claw	Dragon	Physical	80	100	15	Regular	○	Regular attack.
Dragon Dance	Dragon	Status	—	—	20	Self	—	Raises the user's Attack and Speed by 1.
Dragon Pulse	Dragon	Special	90	100	10	Regular	—	Regular attack.
Dragon Rage	Dragon	Special	—	100	10	Regular	—	Deals a fixed 40 points of damage.
Dragon Rush	Dragon	Physical	100	75	10	Regular	○	This move has a 20% chance of making the target flinch (target cannot use moves for that turn).
DragonBreath	Dragon	Special	60	100	20	Regular	—	This move has a 30% chance of inflicting the Paralyzed condition on the target.
Drain Punch	Fighting	Physical	60	100	5	Regular	○	Restores HP equal to 1/2 the damage dealt to the target.
Dream Eater	Psychic	Special	100	100	15	Regular	—	Restores HP equal to 1/2 the damage inflicted on the target. Only works when the target is asleep.
Drill Peck	Flying	Physical	80	100	20	Regular	○	Regular attack.
DynamicPunch	Fighting	Physical	100	50	5	Regular	○	This move has a 100% chance of inflicting the Confused condition on the target.

E

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Earth Power	Ground	Special	90	100	10	Regular	—	Has a 10% chance of lowering the target's Sp. Defense by 1.
Earthquake	Ground	Physical	100	100	10	2 foes–1 ally	—	Regular attack. Does double damage to foes using Dig. Attack power is lower in Double Battles.
Egg Bomb	Normal	Physical	100	75	10	Regular	—	Regular attack.
Embargo	Dark	Status	—	100	15	Regular	—	The target is unable to use items for 5 turns. Trainer cannot use items on that Pokémon either.
Ember	Fire	Special	40	100	25	Regular	—	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, this move melts the ice.
Encore	Normal	Status	—	100	5	Regular	—	Forces the target to use its last move again. Works for 2–6 turns.
Endeavor	Normal	Physical	—	100	5	Regular	○	Inflicts damage equal to the target's HP minus user's HP.
Endure	Normal	Status	—	—	10	Self	—	Leaves the user with 1 HP even after moves that deliver a KO hit. The chance of failure rises with each successive use.
Energy Ball	Grass	Special	80	100	10	Regular	—	This move has a 10% chance of lowering the target's Sp. Defense by 1.
Eruption	Fire	Special	150	100	5	2 foes	—	If the user's HP is low, this attack's power is decreased. If the target is afflicted with the Frozen condition, this move melts the ice. The attack power decreases in Double Battles.
Explosion	Normal	Physical	250	100	5	2 foes–1 ally	—	User faints after using. This move deals damage as if the target's Defense were halved and has lower attack power in Double Battles.
Extrasensory	Psychic	Special	80	100	30	Regular	—	This move has a 10% chance of making the target flinch (cannot use a move for this turn).
ExtremeSpeed	Normal	Physical	80	100	5	Regular	○	Move always attacks first (if both opponents use this move, the one with the higher Speed goes first).

F

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Facade	Normal	Physical	70	100	20	Regular	○	This move inflicts twice the damage if user has the Poison, Paralyzed, or Burned condition.
Faint Attack	Dark	Physical	60	—	20	Regular	○	Always strikes the target.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Fake Out	Normal	Physical	40	100	10	Regular	○	Always strikes first, with 100% chance of making the target flinch. Only works on the turn where user is sent out.
Fake Tears	Dark	Status	—	100	20	Regular	—	Lowers the target's Sp. Defense by 2.
False Swipe	Normal	Physical	40	100	40	Regular	○	Leaves the target with 1 HP remaining, even when hit with KO moves.
FeatherDance	Flying	Status	—	100	15	Regular	—	Lowers the target's Attack by 2.
Feint	Normal	Physical	50	100	10	Regular	—	Only hits targets using Protect or Detect, and eliminates the effects from those moves.
Fire Blast	Fire	Special	120	85	5	Regular	—	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, this move melts the ice.
Fire Fang	Fire	Physical	65	95	15	Regular	○	This move has a 10% chance of inflicting the Burned condition or making the target flinch. If the target is afflicted with the Frozen condition, this move melts the ice.
Fire Punch	Fire	Physical	75	100	15	Regular	○	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice.
Fire Spin	Fire	Special	15	70	15	Regular	—	Inflicts damage and prevents the target from fleeing for 2–5 turns. If the target is afflicted with the Frozen condition, this move melts the ice.
Fissure	Ground	Physical	—	30	5	Regular	—	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Flail	Normal	Physical	—	100	15	Regular	○	If the user's HP is low, this move does greater damage to the target.
Flame Wheel	Fire	Physical	60	100	25	Regular	○	This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice. If the user is Frozen, this also melts its ice.
Flamethrower	Fire	Special	95	100	15	Regular	—	This move has a 10% chance of inflicting the Burned condition. If foe is Frozen, this move melts its ice.
Flare Blitz	Fire	Physical	120	100	15	Regular	○	User takes 1/3 of the damage inflicted. There is a 10% chance of inflicting the Burn condition on the target. If the target is afflicted with the Frozen condition, this move melts its ice. This move can also be used if the user is Frozen and will melt its ice.
Flash	Normal	Status	—	100	20	Regular	—	Lowers the target's accuracy by 1.
Flash Cannon	Steel	Special	80	100	10	Regular	—	This move has a 10% chance of lowering the target's Sp. Attack by 1.
Flatter	Dark	Status	—	100	15	Regular	—	Confuses the target but raises its Sp. Attack by 1.
Fling	Dark	Physical	—	100	10	Regular	—	Attacks by throwing user's held item at the target. Power and effect depend on item thrown.
Fly	Flying	Physical	90	95	15	Regular	○	User flies into the air on the first turn, then attacks on the second.
Focus Blast	Fighting	Special	120	70	5	Regular	—	This move has a 10% chance of lowering the target's Sp. Defense by 1.
Focus Energy	Normal	Status	—	—	30	Self	—	Raises critical-hit rate for next move.
Focus Punch	Fighting	Physical	150	100	20	Regular	○	Strikes last. If the target lands a hit before this move lands, then this move misses.
Follow Me	Normal	Status	—	—	20	Self	—	Draws all the target's attacks to the user.
Force Palm	Fighting	Physical	60	100	10	Regular	○	This move has a 30% chance of inflicting the Paralysis condition on the target.
Foresight	Normal	Status	—	—	40	Regular	—	Hits the target regardless of the target's evasion stat. Makes Ghost-type Pokémon vulnerable to Normal- and Fighting-type moves.
Frenzy Plant	Grass	Special	150	90	5	Regular	—	User cannot use a move on the next turn.
Frustration	Normal	Physical	—	100	20	Regular	○	If the user's friendship level is low, this move's attack power increases.
Fury Attack	Normal	Physical	15	85	20	Regular	○	Attacks 2–5 times in a row in a single turn.
Fury Cutter	Bug	Physical	10	95	20	Regular	○	This move doubles in power every time it strikes (up to 5 times). Power returns to normal once it misses.
Fury Swipes	Normal	Physical	18	80	15	Regular	○	Attacks 2–5 times in a row in a single turn.
Future Sight	Psychic	Special	80	90	15	Regular	—	Attacks the target after 2 turns. Inflicts damage regardless of the target's type.

G

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Gastro Acid	Poison	Status	—	100	10	Regular	—	Nullifies the target's Ability.
Giga Drain	Grass	Special	60	100	10	Regular	—	Restores HP equal to half the damage inflicted on the target.
Giga Impact	Normal	Physical	150	90	5	Regular	○	The user cannot move on the next turn.
Glare	Normal	Status	—	75	30	Regular	—	Inflicts the Paralysis condition on the target.
Grass Knot	Grass	Special	—	100	20	Regular	○	Has higher attack power against heavier targets.
GrassWhistle	Grass	Status	—	55	15	Regular	—	Inflicts the Sleep condition on the target.
Gravity	Psychic	Status	—	—	5	All	—	Raises the accuracy of all Pokémon in battle for 5 turns. Makes Flying-type Pokémon and Pokémon with the Ability Levitate vulnerable to Ground-type moves. Prevents use of Fly, Splash, Bounce, and Magnet Rise. Pulls any airborne Pokémon to the ground.
Growl	Normal	Status	—	100	40	2 foes	—	Lowers the target's Attack by 1.



G

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Growth	Normal	Status	—	—	40	Self	—	Raises user's Sp. Attack by 1.
Grudge	Ghost	Status	—	—	5	Self	—	If the user faints because of an enemy's move, that move's PP drops to 0.
Guard Swap	Psychic	Status	—	—	10	Regular	—	Swaps Defense and Sp. Defense differences between user and the target.
Guillotine	Normal	Physical	—	30	5	Regular	○	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Gunk Shot	Poison	Physical	120	70	5	Regular	—	This move has a 30% chance of inflicting the Poison condition on the target.
Gust	Flying	Special	40	100	35	Regular	—	Regular attack. This does twice the damage if the target is using Fly or Bounce when it hits.
Gyro Ball	Steel	Physical	—	100	5	Regular	○	If the target has a higher Speed stat than the user, the damage of the move is increased (max attack power 150).

H

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Hail	Ice	Status	—	—	10	All	—	Changes the weather condition to Hail for 5 turns, damaging all Pokémon except Ice types every turn.
Hammer Arm	Fighting	Physical	100	90	10	Regular	○	Lowers user's Speed by 1.
Harden	Normal	Status	—	—	30	Self	—	Raises user's Defense by 1.
Haze	Ice	Status	—	—	30	All	—	Restores user's and target's stats to their original state.
Head Smash	Rock	Physical	150	80	5	Regular	○	User takes 1/2 the damage inflicted on the target.
Headbutt	Normal	Physical	70	100	15	Regular	○	This move has a 30% chance of making the target flinch (cannot use a move for that turn).
Heal Bell	Normal	Status	—	—	5	All allies	—	Heals status ailments for all ally Pokémon in your party.
Heal Block	Psychic	Status	—	100	15	2 foes	—	Target cannot use moves to recover HP for 5 turns.
Heal Order	Bug	Status	—	—	10	Self	—	Restores half of maximum HP.
Healing Wish	Psychic	Status	—	—	10	Self	—	Makes user faint, but completely heals the HP and status of the next Pokémon you send out.
Heart Swap	Psychic	Status	—	—	10	Regular	—	Swaps all stat changes between user and the target.
Heat Wave	Fire	Special	100	90	10	2 foes	—	This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, it melts the ice. The attack power decreases in Double Battles.
Helping Hand	Normal	Status	—	—	20	1 ally	—	Strengthens ally's attack power by 1.5 times.
Hi Jump Kick	Fighting	Physical	100	90	20	Regular	○	If this attack misses, user takes 1/2 of the damage that would have been inflicted.
Hidden Power	Normal	Special	—	100	15	Regular	—	Type and power will change depending on the user.
Horn Attack	Normal	Physical	65	100	25	Regular	○	Regular attack.
Horn Drill	Normal	Physical	—	30	5	Regular	○	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate as the difference between the target's level and user's level increases.
Howl	Normal	Status	—	—	40	Self	—	Raises user's Attack by 1.
Hydro Cannon	Water	Special	150	90	5	Regular	—	User cannot use a move on the next turn.
Hydro Pump	Water	Special	120	80	5	Regular	—	Regular attack.
Hyper Beam	Normal	Special	150	90	5	Regular	—	Cannot use a move on the next turn.
Hyper Fang	Normal	Physical	80	90	15	Regular	○	This move has a 10% chance of making the target flinch (target cannot use moves for that turn).
Hyper Voice	Normal	Special	90	100	10	2 foes	—	Regular attack. The attack power decreases in Double Battles.
Hypnosis	Psychic	Status	—	60	20	Regular	—	Inflicts the Sleep condition on the target.

I

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Ice Ball	Ice	Physical	30	90	20	Regular	○	Attacks consecutively for 5 turns or until it misses. Damage rises with each strike. Use Defense Curl first to double the damage.
Ice Beam	Ice	Special	95	100	10	Regular	—	This move has a 10% chance of inflicting the Frozen condition on the target.
Ice Fang	Ice	Physical	65	95	15	Regular	○	This move has a 10% chance of inflicting the Frozen condition on the target or making it flinch.
Ice Punch	Ice	Physical	75	100	15	Regular	○	This move has a 10% chance of inflicting the Frozen condition on the target.
Ice Shard	Ice	Physical	40	100	30	Regular	—	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
Icicle Spear	Ice	Physical	10	100	30	Regular	—	Attacks 2–5 times in a row in a single turn.
Icy Wind	Ice	Special	55	95	15	2 foes	—	Has a 100% chance of lowering target's Speed by 1. The attack power decreases in Double Battles.
Imprison	Psychic	Status	—	—	10	Self	—	Makes target unable to use a move if the user knows it as well.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Ingrain	Grass	Status	—	—	20	Self	—	Restores a little HP each turn. User cannot be switched out after using this move. Flying-type Pokémon and Pokémon with the Levitate Ability become vulnerable to Ground-type moves.
Iron Defense	Steel	Status	—	—	15	Self	—	Raises user's Defense by 2.
Iron Head	Steel	Physical	80	100	15	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Iron Tail	Steel	Physical	100	75	15	Regular	○	This move has a 30% chance of lowering the target's Defense by 1.

J

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Judgment	Normal	Special	100	100	10	Regular	—	Regular attack. Type changes according to the Plate Arceus is holding.
Jump Kick	Fighting	Physical	85	95	25	Regular	○	If this attack misses, user takes 1/2 of the damage that would have been inflicted.

K

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Karate Chop	Fighting	Physical	50	100	25	Regular	○	High critical-hit rate.
Kinesis	Psychic	Status	—	80	15	Regular	—	Lowers the target's accuracy by 1.
Knock Off	Dark	Physical	20	100	20	Regular	○	Foe loses its held item for the duration of the battle.

L

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Last Resort	Normal	Physical	130	100	5	Regular	○	Damage is inflicted only if user has executed each of its other moves at least once.
Lava Plume	Fire	Special	80	100	15	2 foes–1 ally	—	There is a 30% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice. The attack power decreases in Double Battles.
Leaf Blade	Grass	Physical	90	100	15	Regular	○	High critical-hit rate.
Leaf Storm	Grass	Special	140	90	5	Regular	—	Lowers the user's Sp. Attack by 2.
Leech Life	Bug	Physical	20	100	15	Regular	○	Restores HP equal to half the damage inflicted on the target.
Leech Seed	Grass	Status	—	90	10	Regular	—	Steals HP from the target every turn. Effect lasts even if the user switches out.
Leer	Normal	Status	—	100	30	2 foes	—	Lowers the target's Defense by 1.
Lick	Ghost	Physical	20	100	30	Regular	○	This move has a 30% chance of inflicting the Paralysis condition on the target.
Light Screen	Psychic	Status	—	—	30	2 allies	—	Halves damage from the target's special moves for 5 turns. Effect lasts for 5 turns even if user is switched out. Effect is weaker in Double Battles.
Lock-On	Normal	Status	—	—	5	Regular	—	Attack on the subsequent turn is a guaranteed hit.
Lovely Kiss	Normal	Status	—	75	10	Regular	—	Inflicts the Sleep condition on the target.
Low Kick	Fighting	Physical	—	100	20	Regular	○	Has higher attack power against heavier targets.
Lucky Chant	Normal	Status	—	—	30	2 allies	—	Target cannot land critical hits for 5 turns.
Lunar Dance	Psychic	Status	—	—	10	Self	—	Knocks out the user, but completely restores the PP and status of the next Pokémon you send out.
Luster Purge	Psychic	Special	70	100	5	Regular	—	This move has a 50% chance of lowering the target's Sp. Defense by 1.

M

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Mach Punch	Fighting	Physical	40	100	30	Regular	○	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
Magic Coat	Psychic	Status	—	—	15	Self	—	Reflects moves with effects like Leech Seed or those that inflict the Sleep, Poison, Paralysis, or Confused conditions.
Magical Leaf	Grass	Special	60	—	20	Regular	—	Always strikes the target.
Magma Storm	Fire	Special	120	70	5	Regular	—	Inflicts damage and prevents the target from fleeing for 2–5 turns. If the target is afflicted with the Frozen condition, this move melts the ice.
Magnet Bomb	Steel	Physical	60	—	20	Regular	—	Always strikes the target.
Magnet Rise	Electric	Status	—	—	10	Self	—	Nullifies Ground-type moves for 5 turns.
Magnitude	Ground	Physical	—	100	30	2 foes–1 ally	—	Attack power shifts between 10, 30, 50, 70, 90, 110, and 150. This move deals double damage against targets using Dig and has lower power in Double Battles.
Me First	Normal	Status	—	—	20	Depends	—	Copies the foe's chosen move and uses it with increased power. Fails if it does not strike first.
Mean Look	Normal	Status	—	—	5	Regular	—	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Meditate	Psychic	Status	—	—	40	Self	—	Raises the user's Attack by 1.

M

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Mega Drain	Grass	Special	40	100	15	Regular	—	Recovers HP equal to 1/2 the damage inflicted on the target.
Mega Kick	Normal	Physical	120	75	5	Regular	○	Regular attack.
Mega Punch	Normal	Physical	80	85	20	Regular	○	Regular attack.
Megahorn	Bug	Physical	120	85	10	Regular	○	Regular attack.
Memento	Dark	Status	—	100	10	Regular	—	User faints, but the target's Attack and Sp. Attack are lowered by 2.
Metal Burst	Steel	Physical	—	100	10	Self	—	Inflicts damage on the target equal to 1.5 times the damage last received from the target in that same turn.
Metal Claw	Steel	Physical	50	95	35	Regular	○	This move has a 10% chance of raising the user's Attack stat by 1.
Metal Sound	Steel	Status	—	85	40	Regular	—	Lowers the target's Sp. Defense by 2.
Meteor Mash	Steel	Physical	100	85	10	Regular	○	This move has a 20% chance of raising user's Attack by 1.
Metronome	Normal	Status	—	—	10	Depends	—	Uses one move randomly chosen from all possible moves.
Milk Drink	Normal	Status	—	—	10	Self	—	Restores half of user's maximum HP.
Mimic	Normal	Status	—	—	10	Regular	—	Allows opponent's last-used move to be copied by user (copied move has a PP of 5).
Mind Reader	Normal	Status	—	—	5	Regular	—	The user's next attack will have perfect accuracy.
Minimize	Normal	Status	—	—	20	Self	—	Raises user's evasion by 1.
Miracle Eye	Psychic	Status	—	—	40	Regular	—	Hits the target regardless of the target's evasion stat. Makes Dark-type Pokémon vulnerable to Psychic-type attacks.
Mirror Coat	Psychic	Special	—	100	20	Self	—	Returns double the damage received from a special move delivered by the target.
Mirror Move	Flying	Status	—	—	20	Depends	—	Uses the last move that the target just used.
Mirror Shot	Steel	Special	65	85	10	Regular	—	This move has a 30% chance of lowering the target's accuracy by 1.
Mist	Ice	Status	—	—	30	2 allies	—	For 5 turns, this move protects against stat-lowering moves and side effects.
Mist Ball	Psychic	Special	70	100	5	Regular	—	There is a 50% chance of lowering the target's Sp. Attack by 1.
Moonlight	Normal	Status	—	—	5	Self	—	Restores HP, the amount of which is based on the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.
Morning Sun	Normal	Status	—	—	5	Self	—	Restores HP by an amount determined by the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rainy/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.
Mud Bomb	Ground	Special	65	85	10	Regular	—	This move has a 30% chance of lowering the target's accuracy by 1.
Mud Shot	Ground	Special	55	95	15	Regular	—	This move has a 100% chance of lowering the target's Speed by 1.
Mud Sport	Ground	Status	—	—	15	All	—	Halves the power of Electric-type moves as long as user is in play.
Muddy Water	Water	Special	95	85	10	2 foes	—	This move has a 30% chance of lowering the target's accuracy by 1. The attack power decreases in Double Battles.
Mud-Slap	Ground	Special	20	100	10	Regular	—	This move has a 100% chance of lowering the target's accuracy by 1.

N

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Nasty Plot	Dark	Status	—	—	20	Self	—	Raises the user's Sp. Attack by 2.
Natural Gift	Normal	Physical	—	100	15	Regular	—	Type and attack power change according to the Berry held by user.
Nature Power	Normal	Status	—	—	20	Depends		Move varies depending on terrain. Tall grass/puddle: Seed Bomb. Sand: Earthquake. Rocks/cave: Rockslide. Swamp: Mud Bomb. Water: Hydro Pump. Snow: Blizzard. Ice: Ice Beam. Floor: Tri Attack.
Needle Arm	Grass	Physical	60	100	15	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Night Shade	Ghost	Special	—	100	15	Regular	—	Deals fixed damage equal to user's level.
Night Slash	Dark	Physical	70	100	15	Regular	○	High critical-hit rate.
Nightmare	Ghost	Status	—	100	15	Regular	—	Lowers the target's HP by 1/4 of maximum every turn. Fails if the target is not asleep.

O

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Octazooka	Water	Special	65	85	10	Regular	—	This move has a 50% chance of lowering the target's accuracy by 1.
Odor Sleuth	Normal	Status	—	—	40	Regular	—	Always hits, regardless of the target's evasion stat. Makes Ghost-type Pokémon vulnerable to Normal- and Fighting-type moves.
Ominous Wind	Ghost	Special	60	100	5	Regular	—	This move has a 10% chance of raising all of the user's stats by 1. Weaker in Double Battles.
Outrage	Dragon	Physical	120	100	15	1 Random	○	Attacks consecutively for 2–3 turns. If attack is interrupted, the user becomes Confused.
Overheat	Fire	Special	140	90	5	Regular	—	Lowers user's Sp. Attack by 2. If foe is Frozen, this move also melts the ice.

P

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Pain Split	Normal	Status	—	—	20	Regular	—	Averages user's HP and the target's HP.
Payback	Dark	Physical	50	100	10	Regular	○	This move delivers twice the damage if the user strikes after the target strikes.
Payday	Normal	Physical	40	100	20	Regular	—	Increases the amount of prize money received after battle (level multiplied by number of attacks, multiplied by five).
Peck	Flying	Physical	35	100	35	Regular	○	Regular attack.
Perish Song	Normal	Status	—	—	5	All	—	All Pokémon in battle will faint after 3 turns, unless switched out.
Petal Dance	Grass	Special	90	100	20	1 Random	○	Attacks 2–3 turns in succession. If attack is interrupted, the user becomes Confused.
Pin Missile	Bug	Physical	14	85	20	Regular	—	Attacks 2–5 times in a row in a single turn.
Pluck	Flying	Physical	60	100	20	Regular	○	Eats and uses the effects of opponent's Berry in battle.
Poison Fang	Poison	Physical	50	100	15	Regular	○	This move has a 30% chance of inflicting the Badly Poisoned condition on the target. Damage from being Badly Poisoned increases with every turn.
Poison Gas	Poison	Status	—	55	40	Regular	—	Inflicts the Poison condition on the target.
Poison Jab	Poison	Physical	80	100	20	Regular	○	This move has a 30% chance of inflicting the Poison condition on the target.
Poison Sting	Poison	Physical	15	100	35	Regular	—	This move has a 30% chance of inflicting the Poison condition on the target.
Poison Tail	Poison	Physical	50	100	25	Regular	○	This move has a 10% chance of inflicting the Poison condition on the target. High critical-hit rate.
PoisonPowder	Poison	Status	—	75	35	Regular	—	Inflicts the Poison condition on the target.
Pound	Normal	Physical	40	100	35	Regular	○	Regular attack.
Powder Snow	Ice	Special	40	100	25	2 foes	—	This move has a 10% chance of inflicting the Frozen condition on the target. The attack power decreases in Double Battles.
Power Gem	Rock	Special	70	100	20	Regular	—	Regular attack.
Power Swap	Psychic	Status	—	—	10	Regular	—	Swaps any changes to Attack and Sp. Attack between the user and the target.
Power Trick	Psychic	Status	—	—	10	Self	—	Swaps original Attack and Defense stats (does not swap changes made to the stats).
Power Whip	Grass	Physical	120	85	10	Regular	○	Regular attack.
Present	Normal	Physical	—	90	15	Regular	—	Attack power varies: 40 (40% chance), 80 (30%), 120 (10%). Has 20% of healing foe by 1/4 max HP.
Protect	Normal	Status	—	—	10	Self	—	Protects against moves used by the target on that turn. Chance of failure increases with each successive use.
Psybeam	Psychic	Special	65	100	20	Regular	—	This move has a 10% chance of inflicting the Confused condition.
Psych Up	Normal	Status	—	—	10	Regular	—	Gives the target's stat changes to user.
Psychic	Psychic	Special	90	100	10	Regular	—	This move has a 10% chance of lowering foe's Sp. Defense by 1.
Psycho Boost	Psychic	Special	140	90	5	Regular	—	Lowers user's Sp. Attack by 2.
Psycho Cut	Psychic	Physical	70	100	20	Regular	—	High critical-hit rate.
Psycho Shift	Psychic	Status	—	90	10	Regular	—	Transfers user's Poison, Badly Poisoned, Sleep, Paralysis, or Burned status to foe, healing the user.
Psywave	Psychic	Special	—	80	15	Regular	—	Inflicts damage equal to user's level multiplied by a random number between 0.5 and 1.5.
Punishment	Dark	Physical	—	100	5	Regular	○	Has higher attack power if the target has elevated stats.
Pursuit	Dark	Physical	40	100	20	Regular	○	Does twice the damage against a target Pokémon that's switching out.

Q

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Quick Attack	Normal	Physical	40	100	30	Regular	○	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).

R

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Rage	Normal	Physical	20	100	20	Regular	○	Attack power rises as user takes hits from the target.
Rain Dance	Water	Status	—	—	5	All	—	Changes the weather condition to Rain for 5 turns, thus strengthening Water-type moves.
Rapid Spin	Normal	Physical	20	100	40	Regular	○	Releases user from Bind, Wrap, Leech Seed, or Spikes.
Razor Leaf	Grass	Physical	55	95	25	2 foes	—	High critical-hit rate. The attack power decreases in Double Battles.
Razor Wind	Normal	Special	80	100	10	2 foes	—	Builds power on the first turn and attacks on the second turn. High critical-hit rate. The attack power decreases in Double Battles.
Recover	Normal	Status	—	—	10	Self	—	Restores half of maximum HP.
Recycle	Normal	Status	—	—	10	Self	—	Makes a used held item useable again.
Reflect	Psychic	Status	—	—	20	2 allies	—	Halves damage from the target's physical moves for 5 turns. Effect lasts for 5 turns even if user is switched out. Effect is weaker in Double Battles.
Refresh	Normal	Status	—	—	20	Self	—	Heals the Poison, Paralysis, and Burned conditions.

R

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Rest	Psychic	Status	—	—	10	Self	—	Completely restores HP, but user is asleep for 2 turns.
Return	Normal	Physical	—	100	20	Regular	○	If the user's friendship level is high, this move's attack power increases.
Revenge	Fighting	Physical	60	100	10	Regular	○	This move deals double the damage if the user has already received damage from the target that turn.
Reversal	Fighting	Physical	—	100	15	Regular	○	If user's HP is low, this move does more damage to the target.
Roar	Normal	Status	—	100	20	Regular	—	Ends wild Pokémon battles. In Trainer battles, this move forces the opponent to swap Pokémon.
Roar of Time	Dragon	Special	150	90	5	Regular	—	User cannot move on the next turn.
Rock Blast	Rock	Physical	25	80	10	Regular	—	Attacks 2–5 times in a single turn.
Rock Climb	Normal	Physical	90	85	20	Regular	○	This move has a 20% chance of inflicting the Confused condition on the target.
Rock Polish	Rock	Status	—	—	20	Self	—	Raises the user's Speed by 2.
Rock Slide	Rock	Physical	75	90	10	2 foes	—	This move has a 30% chance of making the target flinch (target cannot use moves for that turn). The attack is weaker in Double Battles.
Rock Smash	Fighting	Physical	40	100	15	Regular	○	This move has a 50% chance of lowering the target's Defense by 1.
Rock Throw	Rock	Physical	50	90	15	Regular	—	Regular attack.
Rock Tomb	Rock	Physical	50	80	10	Regular	—	This move has a 100% chance of lowering the target's Speed by 1.
Rock Wrecker	Rock	Physical	150	90	5	Regular	—	The user cannot use a move on the next turn.
Role Play	Psychic	Status	—	—	10	Regular	—	Copies the target's Ability (cannot copy Wonder Guard).
Rolling Kick	Fighting	Physical	60	85	15	Regular	○	There is a 30% chance of making the target flinch (target cannot use moves for that turn).
Rollout	Rock	Physical	30	90	20	Regular	○	Attacks consecutively over 5 turns or until it misses. Inflicts greater damage with every successful hit, and inflicts twice the damage if used after Defense Curl.
Roost	Flying	Status	—	—	10	Self	—	Restores half of maximum HP, but pulls the Flying-type Pokémon to the ground.

S

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Sacred Fire	Fire	Physical	100	95	5	Regular	—	This move has a 50% chance of inflicting the Burned condition on the target. If the target is inflicted with the Frozen condition, this move melts the ice. If the user is Frozen, this also melts the ice.
Safeguard	Normal	Status	—	—	25	2 allies	—	Protects against status conditions for 5 turns. Effects last even if the user switches Pokémon.
Sand Tomb	Ground	Physical	15	70	15	Regular	—	Inflicts damage over 2–5 turns. Target cannot escape during that time.
Sand-Attack	Ground	Status	—	100	15	Regular	—	Lowers the target's accuracy by 1.
Sandstorm	Rock	Status	—	—	10	All	—	Changes the weather condition to Sandstorm for 5 turns. All Pokémon but Rock, Steel, and Ground types take damage every turn.
Scary Face	Normal	Status	—	90	10	Regular	—	Lowers the target's Speed by 2.
Scratch	Normal	Physical	40	100	35	Regular	○	Regular attack.
Screech	Normal	Status	—	85	40	Regular	—	Lowers the target's Defense by 2.
Secret Power	Normal	Physical	70	100	20	Regular	—	Regular attack with a 30% chance of one of the following side effects, depending on the terrain: Tall grass/water puddle: Sleep condition. Sandy ground: lowers accuracy by 1. Rocky ground/cave: target flinches. Marsh: lowers Speed by 1. Water surface: lowers Attack by 1. Snowy/icy ground: Frozen condition. Floor: Paralysis condition.
Seed Bomb	Grass	Physical	80	100	15	Regular	—	Regular attack.
Seed Flare	Grass	Special	120	85	5	Regular		This move has a 40% chance of lowering the target's Sp. Defense by 2.
Seismic Toss	Fighting	Physical	—	100	20	Regular	○	Deals fixed damage equal to user's level.
Selfdestruct	Normal	Physical	200	100	5	2 foes–1 ally	—	User faints after using. This move deals damage as if the target's Defense were halved and has lower attack power in Double Battles.
Shadow Ball	Ghost	Special	80	100	15	Regular	—	This move has a 20% chance of lowering the target's Sp. Defense by 1.
Shadow Claw	Ghost	Physical	70	100	15	Regular	○	High critical hit rate.
Shadow Force	Ghost	Physical	120	100	5	Regular	○	Makes user invisible on the first turn, then attacks on the second. Strikes the target even if it's using Protect or Detect.
Shadow Punch	Ghost	Physical	60	—	20	Regular	○	Always strikes the target.
Shadow Sneak	Ghost	Physical	40	100	30	Regular	○	This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)
Sharpen	Normal	Status	—	—	30	Self	—	Raises user's Attack by 1.
Sheer Cold	Ice	Special	—	30	5	Regular	—	It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.
Shock Wave	Electric	Special	60	—	20	Regular	—	Always strikes the target.
Signal Beam	Bug	Special	75	100	15	Regular	—	This move has a 10% chance of inflicting the Confused condition on the target.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Silver Wind	Bug	Special	60	100	5	Regular	—	This move has a 10% chance of raising Attack, Defense, Speed, Sp. Attack, and Sp. Defense by 1.
Sing	Normal	Status	—	55	15	Regular	—	Inflicts the Sleep condition on the target.
Sketch	Normal	Status	—	—	1	Regular	—	Copies the last move used by the target. User then forgets the Sketch and learns the new move.
Skill Swap	Psychic	Status	—	—	10	Regular	—	Swaps Abilities between the user and target (except for Wonder Guard).
Skull Bash	Normal	Physical	100	100	15	Regular	○	Powers up on the first turn and attacks on the second turn. On the first turn, this move raises user's Defense by 1.
Sky Attack	Flying	Physical	140	90	5	Regular	—	Builds power on the first turn and attacks on the second turn and has a high critical-hit rate. This move has a 30% chance of making the target flinch (target cannot use moves for that turn).
Sky Uppercut	Fighting	Physical	85	90	15	Regular	○	Deals damage even to targets using Fly or Bounce.
Slack Off	Normal	Status	—	—	10	Self	—	Restores 1/2 of maximum HP.
Slam	Normal	Physical	80	75	20	Regular	○	Regular attack.
Slash	Normal	Physical	70	100	20	Regular	○	High critical-hit rate.
Sleep Powder	Grass	Status	—	75	15	Regular	—	Inflicts the Sleep condition on the target.
Sleep Talk	Normal	Status	—	—	10	Depends	—	Randomly executes one of user's moves. Only works when user is asleep.
Sludge	Poison	Special	65	100	20	Regular	—	There is a 30% chance of inflicting the Poison condition on the target.
Sludge Bomb	Poison	Special	90	100	10	Regular	—	There is a 30% chance of inflicting the Poison condition on the target.
SmellingSalt	Normal	Physical	60	100	10	Regular	○	This move does twice the damage against targets with Paralysis, but heals this condition.
Smog	Poison	Special	20	70	20	Regular	—	This move has a 40% chance of inflicting the Poison condition on the target.
SmokeScreen	Normal	Status	—	100	20	Regular	—	Lowers the target's accuracy by 1.
Snatch	Dark	Status	—	—	10	Depends	—	Steals the effects of recovery or stat-altering moves used by the target on that turn.
Snore	Normal	Special	40	100	15	Regular	—	Only works when user is asleep. Has a 30% chance of making the target flinch.
Softboiled	Normal	Status	—	—	10	Self	—	Restores half of maximum HP.
SolarBeam	Grass	Special	120	100	10	Regular	—	Powers up on the first move, then attacks on the second. Can attack without charging in a Sunny weather condition. Attack power is halved in Rain, Sandstorm, Hail, and Fog weather conditions.
SonicBoom	Normal	Special	—	90	20	Regular	—	This move deals a fixed 20 points of damage.
Spacial Rend	Dragon	Special	100	95	5	Regular	—	High critical-hit rate.
Spark	Electric	Physical	65	100	20	Regular	○	This move has a 30% chance of inflicting the Paralysis condition on the target.
Spider Web	Bug	Status	—	—	10	Regular	—	This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.
Spike Cannon	Normal	Physical	20	100	15	Regular	—	Attacks 2–5 times in a row in a single turn.
Spikes	Ground	Status	—	—	20	2 foes	—	Damages the target as it switches out. Power rises with each use, up to 3 times. Ineffective against Flying-type Pokémon and Pokémon with the Levitate Ability.
Spit Up	Normal	Special	—	100	10	Regular	—	Deals damage, the amount of which is determined by how many times the user performed Stockpile (does not work if user has not used Stockpile first). Nullifies Defense and Sp. Defense stat increases caused by Stockpile.
Spite	Ghost	Status	—	100	10	Regular	—	Takes 4 points from the PP of the target's last move used.
Splash	Normal	Status	—	—	40	Self	—	No effect.
Spore	Grass	Status	—	100	15	Regular	—	Inflicts the Sleep condition on the target.
Stealth Rock	Rock	Status	—	—	20	2 foes	—	Target takes damage when sending out Pokémon. Damage is subject to type matchups.
Steel Wing	Steel	Physical	70	90	25	Regular	○	This move has a 10% chance of raising the user's Defense by 1.
Stockpile	Normal	Status	—	—	20	Self	—	Raises user's Defense and Sp. Defense by 1. Can be used up to 3 times.
Stomp	Normal	Physical	65	100	20	Regular	○	This move has a 30% chance of making the target flinch (target cannot use moves for that turn). It deals twice the damage if the target is using Minimize.
Stone Edge	Rock	Physical	100	80	5	Regular	—	High critical-hit rate.
Strength	Normal	Physical	80	100	15	Regular	○	Regular attack.
String Shot	Bug	Status	—	95	40	2 foes	—	Lowers the target's Speed by 1.
Struggle	Normal	Physical	50	—	1	Regular	○	This move becomes available when all other moves are out of Power Points. User takes 1/4 of its maximum HP as damage. Inflicts damage regardless of type compatibility.
Stun Spore	Grass	Status	—	75	30	Regular	—	Inflicts the Paralysis condition on the target.
Submission	Fighting	Physical	80	80	25	Regular	○	User takes 1/4 of the damage inflicted on foe.
Substitute	Normal	Status	—	—	10	Self	—	Uses 1/4 of maximum HP to create a copy of the user.

S

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Sucker Punch	Dark	Physical	80	100	5	Regular	◯	This move attacks first and deals damage if the target's chosen move is an attack move.
Sunny Day	Fire	Status	—	—	5	All	—	Changes the weather condition to Sunny for 5 turns, strengthening Fire-type moves.
Super Fang	Normal	Physical	—	90	10	Regular	◯	Halves the target's HP.
Super Power	Fighting	Physical	120	100	5	Regular	◯	Lowers user's Attack and Defense by 1.
Supersonic	Normal	Status	—	55	20	Regular	—	Inflicts the Confused condition on the target.
Surf	Water	Special	95	100	15	2 foes–1 ally	—	Regular attack. Does double the damage to foes using Dive. The attack power decreases in Double Battles.
Swagger	Normal	Status	—	90	15	Regular	—	Confuses target but raises its Attack by 2.
Swallow	Normal	Status	—	—	10	Self	—	Restores HP, the amount of which is determined by how many times the user performed Stockpile (does not work if user has not used Stockpile first). Nullifies Defense and Sp. Defense stat increases caused by Stockpile.
Sweet Kiss	Normal	Status	—	75	10	Regular	—	Inflicts the Confused condition on the target.
Sweet Scent	Normal	Status	—	100	20	2 foes	—	Lowers the target's evasion by 1.
Swift	Normal	Special	60	—	20	2 foes	—	Always strikes the target. Has lower attack power in Double Battles.
Switcheroo	Dark	Status	—	100	10	Regular	—	Swaps items between the user and the target.
Swords Dance	Normal	Status	—	—	30	Self	—	Raises user's Attack by 2.
Synthesis	Grass	Status	—	—	5	Self	—	Restores HP by an amount determined by the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.

T

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Tackle	Normal	Physical	35	95	35	Regular	◯	Regular attack.
Tail Glow	Bug	Status	—	—	20	Self	—	Raises the user's Sp. Attack by 2.
Tail Whip	Normal	Status	—	100	30	2 foes	—	Lowers the target's Defense by 1.
Tailwind	Flying	Status	—	—	30	2 allies	—	Doubles user's and ally's Speed for 3 turns.
Take Down	Normal	Physical	90	85	20	Regular	◯	User takes damage equal to 1/4 of the damage inflicted on the target.
Taunt	Dark	Status	—	100	20	Regular	—	Prevents the target from using anything other than attack moves for 2–4 turns.
Teeter Dance	Normal	Status	—	100	20	2 foes–1 ally	—	Inflicts the Confused condition on the target.
Teleport	Psychic	Status	—	—	20	Self	—	Ends wild Pokémon battles.
Thief	Dark	Physical	40	100	10	Regular	◯	If the target has an item and the user has none, the user steals the target's item.
Thrash	Normal	Physical	90	100	20	1 Random	◯	Attacks 2–3 times consecutively, then the user becomes Confused.
Thunder	Electric	Special	120	70	10	Regular	—	This move has a 30% chance of inflicting the Paralyzed condition on a target. It is 100% accurate in the Rain weather condition and 50% accurate in the Sunny weather condition. It can also hit foes using Fly or Bounce.
Thunder Fang	Electric	Physical	65	95	15	Regular	◯	This move has a 10% chance of paralyzing a target or making it flinch (target cannot use moves for that turn).
Thunder Wave	Electric	Status	—	100	20	Regular	—	Inflicts the Paralyzed condition on the target.
Thunderbolt	Electric	Special	95	100	15	Regular	—	This move has a 10% chance of inflicting the Paralysis condition on the target.
ThunderPunch	Electric	Physical	75	100	15	Regular	◯	This move has a 10% chance of inflicting the Paralysis condition on the target.
ThunderShock	Electric	Special	40	100	30	Regular	—	This move has a 10% chance of inflicting the Paralysis condition on the target.
Tickle	Normal	Status	—	100	20	Regular	—	Lowers the target's Attack and Defense by 1.
Torment	Dark	Status	—	100	15	Regular	—	Target cannot use same move twice in a row.
Toxic	Poison	Status	—	85	10	Regular		Badly poisons the target. Damage from being Badly Poisoned increases with every turn.
Toxic Spikes	Poison	Status	—	—	20	2 foes	—	Lays a trap of poison spikes that inflict the Poison condition on foes that switch into battle. Using Toxic Spikes twice will inflict the Badly Poisoned condition. Ineffective against Poison-type Pokémon. Ineffective against Flying-type Pokémon and Pokémon with the Levitate Ability.
Transform	Normal	Status	—	—	10	Regular	—	User transforms into the target. User has the same moves and Ability as the target (all moves have 5 PP).
Tri Attack	Normal	Special	80	100	10	Regular	—	This move has a 20% chance of inflicting the Paralysis, Burned, or Frozen condition on the target.
Trick	Psychic	Status	—	100	10	Regular	—	Swaps items between user and the target.
Trick Room	Psychic	Status	—	—	5	All	—	For 5 turns, the Pokémon with lower Speed strikes first. First-strike moves still go first. If performed again by user while still in play, it cancels the effect.
Triple Kick	Fighting	Physical	10	90	10	Regular	◯	Attacks 3 times in a row in a single turn. Power rises from 10 to 20 to 30 as long as it continues to hit.

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Trump Card	Normal	Special	—	—	5	Regular	○	If this move has low PP, its attack power is increased.
Twineedle	Bug	Physical	25	100	20	Regular	—	Attacks twice in a row in a single turn. There is also a 20% chance of inflicting the Poison condition on the target.
Twister	Dragon	Special	40	100	20	2 foes	—	This move has a 20% chance of making the target flinch (the target cannot use moves for that turn). Deals double the damage to targets using Fly or Bounce. The attack power decreases in Double Battles.

U

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Uproar	Normal	Special	50	100	10	1 Random	—	User is in an uproar for 2-5 turns. During that time, neither Pokémon can fall asleep.
U-turn	Bug	Physical	70	100	20	Regular	○	After attacking, user switches out with the next Pokémon in the party.

V

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Vacuum Wave	Fighting	Special	40	100	30	Regular	—	Move always attacks first (if both opponents use this move, the one with higher Speed goes first).
ViceGrip	Normal	Physical	55	100	30	Regular	○	Regular attack.
Vine Whip	Grass	Physical	35	100	15	Regular	○	Regular attack.
Vital Throw	Fighting	Physical	70	—	10	Regular	○	Strikes last, but always hits.
Volt Tackle	Electric	Physical	120	100	15	Regular	○	User takes 1/3 of the damage inflicted on the target. There is a 10% chance of inflicting the Paralysis condtion on the target.

W

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Wake-Up Slap	Fighting	Physical	60	100	10	Regular	○	Deals twice the damage against sleeping targets, but awakes them from the Sleep condition.
Water Gun	Water	Special	40	100	25	Regular	—	Regular attack.
Water Pulse	Water	Special	60	100	20	Regular	—	There is a 20% chance of inflicting the Confused condition on the target.
Water Sport	Water	Status	—	—	15	All	—	Halves the power of Fire-type moves for as long as the user is in play.
Water Spout	Water	Special	150	100	5	2 foes	—	If the user's HP is low, this move has lower attack power. Attack power is also lower in Double Battles.
Waterfall	Water	Physical	80	100	15	Regular	○	This move has a 20% chance of making the target flinch (target cannot use moves for that turn).
Weather Ball	Normal	Special	50	100	10	Regular	—	Move type changes in special weather conditions. Sunny weather condition: Fire type. Rain weather condition: Water type. Hail weather condition: Ice type. Sandstorm weather condition: Rock type. Has double attack power in the above weather conditions.
Whirlpool	Water	Special	15	70	15	Regular		Inflicts damage over 2–5 turns. Target cannot flee during that time. Does double damage if the target is using Dive when attacked.
Whirlwind	Normal	Status	—	100	20	Regular	—	Ends wild Pokémon battles. In Trainer battles, this move forces the opponent to swap Pokémon.
Will-O-Wisp	Fire	Status	—	75	15	Regular	—	Burns the target.
Wing Attack	Flying	Physical	60	100	35	Regular	○	Regular attack.
Wish	Normal	Status	—	—	10	Self	—	Restores 1/2 of maximum HP at the end of the next turn. Works even if the user has switched out.
Withdraw	Water	Status	—	—	40	Self	—	Raises user's Defense by 1.
Wood Hammer	Grass	Physical	120	100	15	Regular	○	User takes 1/3 of the damage inflicted on the target.
Worry Seed	Grass	Status	—	100	10	Regular	—	Changes the target's Ability to Insomnia. Does not work against Pokémon with the Truant Ability.
Wrap	Normal	Physical	15	85	20	Regular	○	Inflicts damage and prevents the target from fleeing for 2-5 turns.
Wring Out	Normal	Special	—	100	5	Regular	○	If the target has high HP remaining, the damage of the move is increased (max attack power: 120).

X

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
X-Scissor	Bug	Physical	80	100	15	Regular	○	Regular attack.

Y

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Yawn	Normal	Status	—	—	10	Regular	—	Inflicts the Sleep condition on the target on the next turn. No effect if the target switches out before then.

Z

Move	Type	Kind	Pow.	Acc.	PP	Range	Direct	Effect
Zap Cannon	Electric	Special	120	50	5	Regular	—	This move has a 100% chance of inflicting the Paralysis condition on the target.
Zen Headbutt	Psychic	Physical	80	90	15	Regular	○	This move has a 20% chance of making the target flinch (target cannot use moves for that turn).

Moves that can be used in the field

Move	Field effect
Cut	Cuts down small trees so your party may pass.
Defog	Dispels fog so you can see.
Dig	Pulls you out of spaces like caves, returning you to the last entrance you went through.
Flash	Illuminates dark caves.
Fly	Whisks you instantly to a town or city you've visited before.
Milk Drink	Distributes part of user's own HP among teammates.
Rock Climb	Lets you climb up and down craggy rock faces.
Rock Smash	Smashes cracked rocks so your party may pass.
Softboiled	Distributes part of user's own HP among teammates.
Strength	Moves large rocks so your party may pass.
Surf	Lets you move across water.
Sweet Scent	Attracts wild Pokémon and makes them appear.
Teleport	Transports you to the last Pokémon Center you used (cannot be used in caves or similar places).
Waterfall	Lets you climb up waterfalls.
Whirlpool	Lets you pass over whirlpools in the water.

Moves taught by people

Move	Field effect
Blast Burn	Pokémon move house in Blackthorn City (Ultimate Move Tutor)
Draco Meteor	Pokémon move house in Blackthorn City (Grandma Wilma)
Frenzy Plant	Pokémon move house in Blackthorn City (Ultimate Move Tutor)
Headbutt	Large boy in Ilex Forest
Hydro Cannon	Pokémon move house in Blackthorn City (Ultimate Move Tutor)

Moves taught in exchange for BP

	Move	BP
Technical Moves	Air Cutter	48
	Bug Bite	32
	Dive	40
	Fire Punch	64
	Fury Cutter	32
	Ice Punch	64
	Icy Wind	48
	Knock Off	40
	Ominous Wind	48
	Sucker Punch	40
	Thunderpunch	64
	Trick	48
	Vacuum Wave	48
	Zen Headbutt	64
Influential Moves	Block	32
	Gravity	32
	Heal Bell	48
	Helping Hand	40
	Last Resort	48
	Magic Coat	32
	Magnet Rise	40
	Role Play	48
	Snore	32
	Spite	40
	String Shot	32
	Swift	40
	Synthesis	40
	Tailwind	48
	Uproar	48
	Worry Seed	32

	Move	BP
Powerful Moves	Ancient Power	40
	Aqua Tail	40
	Bounce	32
	Earth Power	40
	Endeavor	64
	Gastro Acid	32
	Gunk Shot	32
	Heat Wave	48
	Iron Defense	40
	Iron Head	40
	Low Kick	32
	Mud-Slap	32
	Outrage	48
	Pain Split	64
	Rollout	32
	Seed Bomb	40
	Signal Beam	40
	Sky Attack	64
	Super Fang	40
	Super Power	48
	Twister	40

TMs

No.	Move	Ways to obtain	Price
1	Focus Punch	Win at Cianwood Gym.	—
2	Dragon Claw	Route 27 or Goldenrod City Department Store drawing 1st prize (Sunday)	—
3	Water Pulse	Win at Cerulean Gym	—
4	Calm Mind	Receive for 48 BP at the Battle Frontier	—
5	Roar	Receive from young man on Route 32 (HM Cut required)	—
6	Toxic	Receive for 32 BP at the Battle Frontier.	—
7	Hail	Win at Mahogany Gym/Obtain on the Poké Walker	—
8	Bulk Up	Receive for 48 BP at the Battle Frontier	—
9	Bullet Seed	Route 32	—
10	Hidden Power	Receive from a man at the house northwest of the Lake of Rage, obtain on the Pokéwalker, or Celadon Game Corner prize (6,000 Coins)	—
11	Sunny Day	Receive from a girl at Goldenrod Radio Tower 3F (after freeing the tower) or obtain on the Pokéwalker.	—
12	Taunt	Burned Tower B1F (HM Strength required) or Celadon Department Store 3F	1,500
13	Ice Beam	Goldenrod Game Corner prize (10,000 Coins) or Seafoam Islands B4F	—
14	Blizzard	Goldenrod City Department Store 5F	5,500
15	Hyper Beam	Goldenrod City Department Store 5F or obtain on the Pokéwalker	7,500
16	Light Screen	Goldenrod City Department Store 5F	2,000
17	Protect	Goldenrod City Department Store 5F	2,000
18	Rain Dance	SLOWPOKE Well B2F (HM Strength required) or obtain on the Pokéwalker	—
19	Giga Drain	Win at Celadon Gym	—
20	Safeguard	Celadon Department Store 3F	2,000
21	Frustration	Receive from a lady on Goldenrod City Department Store 5F (if your lead Pokémon has a low friendship level) on Sunday or Celadon Department Store 3F	1,000
22	SolarBeam	Goldenrod City Department Store 5F	3,000
23	Iron Tail	Win at Olivine Gym	—
24	Thunderbolt	Goldenrod Game Corner prize (10,000 Coins) or Cerulean Cave 2F	—
25	Thunder	Goldenrod City Department Store 5F	5,500
26	Earthquake	Victory Road 2F, Pickup Ability, or receive for 80 BP at the Battle Frontier	—
27	Return	Receive from a lady on Goldenrod Department Store 5F (if your lead Pokémon has a high friendship level) on Sunday or Celadon Department Store 3F	1,000
28	Dig	National Park or Celadon Department Store 3F	2,000
29	Psychic	Celadon Game Corner prize (10,000 Coins) or receive from Mr. Psychic in Saffron City	—
30	Shadow Ball	Win at Ecruteak Gym or receive for 64 BP at the Battle Frontier	—
31	Brick Break	Receive for 40 BP at the Battle Frontier	—
32	Double Team	Celadon Game Corner prize (4,000 Coins)	—
33	Reflect	Goldenrod City Department Store 5F	2,000
34	Shock Wave	Win at the Vermilion Gym	—
35	Flamethrower	Goldenrod Game Corner prize (10,000 Coins) or Route 28	—
36	Sludge Bomb	Receive from Route 43 gate attendant (after defeating Team Rocket) or receive for 80 BP at the Battle Frontier	—
37	Sandstorm	Receive from old lady in house on Route 27 (if lead Pokémon has high friendship) or obtain on the Pokéwalker	—
38	Fire Blast	Goldenrod City Department Store 5F	5,500
39	Rock Tomb	Union Cave B1F	—
40	Aerial Ace	Receive for 40 BP at the Battle Frontier	—
41	Torment	Route 8 or Celadon Department Store 3F	1,500
42	Facade	Goldenrod Department Store drawing 1st prize (Friday)	—
43	Secret Power	Lake of Rage	—
44	Rest	Deliver Spearow to the large boy on Route 31 or Goldenrod Game Corner prize (6,000 Coins)	—
45	Attract	Win at the Goldenrod Gym or receive for 32 BP at the Battle Frontier	—
46	Thief	Team Rocket HQ B2F	—
47	Steel Wing	Receive from a retired Idol hiding at the house on Route 28	—
48	Skill Swap	Win at Saffron Gym	—
49	Snatch	Team Rocket HQ B3F	—
50	Overheat	Win at Cinnabar Island Gym (in the Seafoam Islands)	—
51	Roost	Win at Violet Gym	—
52	Focus Blast	Goldenrod City Department Store 5F	5,500

TMs (continued)

No.	Move	Ways to obtain	Price
53	Energy Ball	Receive for 64 BP at the Battle Frontier	—
54	False Swipe	Goldenrod City Department Store 5F or Dark Cave (Blackthorn side)	2,000
55	Brine	Route 19 or Celadon Department Store 3F	3,000
56	Fling	Rock Tunnel 1F or Pickup Ability	—
57	Charge Beam	Olivine City or Goldenrod Department Store drawing 1st prize (Wednesday) or receive from the Power Plant's manager (after delivering the Machine Part)	—
58	Endure	Celadon Game Corner prize (2,000 Coins)	—
59	Dragon Pulse	Receive from Clair at Dragon's Den (after winning at the Blackthorn Gym) or receive for 80 BP at the Battle Frontier	—
60	Drain Punch	Route 39 or Goldenrod City Department Store drawing 1st prize (Thursday)	—
61	Will-O-Wisp	Receive for 32 BP at the Battle Frontier	—
62	Silver Wind	Goldenrod Department Store drawing 1st prize (Saturday) or Route 6	—
63	Embargo	Route 34	—
64	Explosion	Receive for a RageCandyBar from a man in the Underground Path connecting Routes 5 and 6	—
65	Shadow Claw	Route 42 or Goldenrod City Department Store drawing 1st prize (Monday)	—
66	Payback	Route 35	—
67	Recycle	Celadon City	—
68	Giga Impact	Obtain on the Pokéwalker or Celadon Game Corner prize (15,000 Coins)	—
69	Rock Polish	Route 10	—
70	Flash	Defeat the Elder on Sprout Tower 3F or Goldenrod City Department Store 5F	1,000
71	Stone Edge	Receive for 80 BP at the Battle Frontier	—
72	Avalanche	Ice Path B2F or Celadon Department Store 3F	3,000
73	Thunder Wave	Receive for 32 BP at the Battle Frontier	—
74	Gyro Ball	Celadon Game Corner prize (10,000 Coins)	—
75	Swords Dance	Goldenrod Game Corner prize (4,000 Coins)	—
76	Stealth Rock	Mt. Silver Cave or Celadon Department Store 3F	2,000
77	Psych Up	Viridian Forest	—
78	Captivate	Goldenrod Game Corner or Celadon Department Store 3F	2,500
79	Dark Pulse	Victory Road 3F or Celadon Department Store 3F	3,000
80	Rock Slide	Win at the Pewter Gym	—
81	X-Scissor	Receive for 64 BP at the Battle Frontier	—
82	Sleep Talk	Goldenrod Tunnel B2F	—
83	Natural Gift	Goldenrod City Department Store 5F or receive from the farmer lady at Moomoo Farm on Route 39 (after helping Miltank)	2,000
84	Poison Jab	Win at Fuchsia Gym	—
85	Dream Eater	Receive from a man in Viridian City	—
86	Grass Knot	Route 11 or Pickup Ability	—
87	Swagger	Lighthouse in Olivine City or Celadon Department Store 3F	1,500
88	Pluck	Route 40	—
89	U-turn	Win at Azalea Gym or receive for 40 BP at the Battle Frontier	—
90	Substitute	Goldenrod Game Corner prize (2,000 Coins)	—
91	Flash Cannon	Route 9 or Goldenrod Department Store drawing 1st prize (Tuesday)	—
92	Trick Room	Win at Viridian Gym	—

HMs

No.	Move	Ways to obtain	Price
1	Cut	Receive from the Charcoal Man in Ilex Forest (after catching both Farfetch'd)	—
2	Fly	Receive from Chuck's wife in Cianwood City (after winning in Cianwood Gym)	—
3	Surf	Receive from the Gentleman in Ecruteak Dance Theater (after saving the Kimono Girl from Team Rocket)	—
4	Strength	Receive from the Hiker who comes out of Mt. Mortar on Route 42	—
5	Whirlpool	Receive from Lance at Team Rocket HQ (after the Double Battle)	—
6	Rock Smash	Receive from the large boy on Route 36	—
7	Waterfall	Obtain on Ice Path 1F	—
8	Rock Climb	Receive from Professor Oak in Pallet Town (after obtaining eight Kanto Badges)	—

To Contents

Pokémon Abilities

A

Ability	Effect in battle	Effect when user is at the head of the party
Adaptability	Type match-up effects are more pronounced when the user's move is the same type as the user.	
Aftermath	Knocks off 1/4 of foe's HP if foe's physical attack causes user to faint.	
Air Lock	Makes all Pokémon in battle immune to weather effects.	
Anger Point	Raises the user's Attack to the maximum when hit by a critical hit.	
Anticipation	Reveals if your foe has supereffective moves or one-hit KO moves.	
Arena Trap	Prevents foe from fleeing or switching out. No effect against Flying-type Pokémon or Pokémon with the Levitate Ability.	Raises wild Pokémon encounter rate.

B

Ability	Effect in battle	Effect when user is at the head of the party
Bad Dreams	Slightly lowers the HP of sleeping Pokémon every turn.	
Battle Armor	Your foe cannot score a critical hit.	
Blaze	Raises the power of Fire-type moves by 50% when user's HP is below 1/3.	

C

Ability	Effect in battle	Effect when user is at the head of the party
Chlorophyll	Doubles Speed when in the Sunny weather condition.	
Clear Body	Protects against stat-lowering moves and Abilities.	
Cloud Nine	All Pokémon in battle become immune to weather effects.	
Color Change	User changes its type into the type of the move that just hit it.	
CompoundEyes	Raises accuracy by 30%.	Raises encounter rate with wild Pokémon holding items.
Cute Charm	There is a 30% chance of inflicting the Infatuated condition on a foe that hits user with a physical attack.	Raises encounter rate of wild Pokémon of the opposite gender.

D

Ability	Effect in battle	Effect when user is at the head of the party
Damp	Both foe and user cannot use Selfdestruct and Explosion. Nullifies the Aftermath Ability.	
Download	When user enters battle, this Ability raises user's Attack by 1 if the foe's Defense is lower than its Sp. Defense, and user's Sp. Attack by 1 if foe's Sp. Defense is lower than its Defense.	
Drizzle	Turns weather condition to Rain when user enters battle.	
Drought	Changes to the Sunny weather condition when the user enters the battle.	
Dry Skin	Restores HP when user is hit by a Water-type move, and restores HP every turn in the Rain weather condition. However, user receives increased damage from Fire-type moves, and takes damage every turn when in the Sunny weather condition.	

E

Ability	Effect in battle	Effect when user is at the head of the party
Early Bird	User wakes quickly from the Sleep condition.	
Effect Spore	There is a 30% chance of counter-inflicting the Poison, Paralysis, or Sleep condition when hit by a physical attack.	

F

Ability	Effect in battle	Effect when user is at the head of the party
Filter	Minimizes the damage received from supereffective moves.	
Flame Body	There is a 30% chance of inflicting the Burn condition on a foe that hits user with a physical attack.	Facilitates hatching Eggs in your party.
Flash Fire	When user is hit by a Fire-type move, its Fire-type move attack power increases by 50% instead of taking damage.	
Flower Gift	Raises Attack and Sp. Defense of user and ally when the Sunny weather condition is in effect.	
Forecast	Changes Castform's form and type according to the weather. Sunny weather condition: changes to Fire type. Rain weather condition: changes to Water type. Hail weather condition: changes to Ice type.	
Forewarn	Lets you know one of your foe's moves when you enter battle. Focuses on the move with the most power or damage.	
Frisk	Reveals the foe's held item.	

G

Ability	Effect in battle	Effect when user is at the head of the party
Gluttony	Allows you to use your held Berry sooner when you have low HP.	
Guts	Attack rises by 50% when user has a status condition.	

H

Ability	Effect in battle	Effect when user is at the head of the party
Heatproof	Halves damage from Fire-type moves and from the Burn condition.	
Honey Gather	If user isn't holding an item, it will sometimes be left holding Honey after the battle (even if it didn't participate). Its chance of finding Honey increases with its level.	
Huge Power	Gives user high Attack power, but if Huge Power is nullified, Attack power is halved.	
Hustle	Raises Attack by 50%, but lowers the accuracy of user's physical moves by 20%.	Raises encounter rate with high-level wild Pokémon.
Hydration	Cures user's status conditions at the end of the turn when in the Rain weather condition.	
Hyper Cutter	Attack cannot be lowered.	

I

Ability	Effect in battle	Effect when user is at the head of the party
Ice Body	Gradually restores HP in the Hail weather condition.	
Illuminate	No effect.	Raises wild Pokémon encounter rate.
Immunity	User cannot be afflicted with the Poison condition.	
Inner Focus	Foe's moves cannot make user flinch as a side effect.	
Insomnia	Pokémon cannot fall asleep.	
Intimidate	Lowers foe's Attack by 1 when user enters battle.	Lowers encounter rate of low-level wild Pokémon.
Iron Fist	Increases the power of Ice Punch, Fire Punch, ThunderPunch, Mach Punch, Mega Punch, Comet Punch, Bullet Punch, Focus Punch, Dizzy Punch, DynamicPunch, Hammer Arm, Meteor Mash, Shadow Punch, Drain Punch, and Sky Uppercut.	

K

Ability	Effect in battle	Effect when user is at the head of the party
Keen Eye	Accuracy cannot be lowered.	Lowers encounter rate with low-level wild Pokémon.
Klutz	User's held items have no effect.	

L

Ability	Effect in battle	Effect when user is at the head of the party
Leaf Guard	Protects user from status ailments when in the Sunny weather condition.	
Levitate	Makes user immune to Ground-type moves.	
Lightningrod	Draws all Electric-type moves to the user.	
Limber	Protects against the Paralysis condition.	
Liquid Ooze	When foe uses an HP-draining move on the user, it damages the foe instead.	

M

Ability	Effect in battle	Effect when user is at the head of the party
Magic Guard	Except for direct attacks, user cannot take damage from the Liquid Ooze, Aftermath, or Rough Skin Abilities. There is also no effect from the Sunny or Hail weather conditions. Status conditions such as those from Poison, Toxic, Burn, Nightmare, Cursed, Leech Seed, Bind, Sand Tomb, Fire Spin, Wrap, Clamp, and Magma Storm will also not be applied, and the moves Stealth Rock and Spikes have no effect. In addition, user cannot be affected by the items Black Sludge, Sticky Barb, or Life Orb, and user receives no recoil damage or move failure damage from attacks.	
Magma Armor	User cannot become afflicted with the Frozen condition.	Facilitates hatching Eggs in your party.
Magnet Pull	Prevents Steel-type Pokémon from fleeing or switching out.	Raises encounter rate with wild Steel-type Pokémon.
Marvel Scale	Raises Defense by 50% when user has a status condition.	
Minus	Raises Sp. Defense by 50% when a Pokémon with the Plus Ability is in battle.	
Mold Breaker	User can attack without being affected by foe's Ability. Does not work against Abilities that have effects after an attack. (For example, the user can score a critical hit against a foe with Battle Armor, but will still take damage from Rough Skin).	
Motor Drive	When user is hit by an Electric-type move, its Speed goes up by 1 rather than it taking damage.	
Multitype	Arceus' type changes depending on which Plate it's holding.	

N

Ability	Effect in battle	Effect when user is at the head of the party
Natural Cure	Cures user's status conditions when user leaves the battle.	
No Guard	Both sides' moves always strike their targets.	Raises wild Pokémon encounter rate.
Normalize	All of user's moves become Normal-type moves.	

O

Ability	Effect in battle	Effect when user is at the head of the party
Oblivious	User cannot be affected by Captivate or inflicted with the Infatuation condition.	
Overgrow	Raises the power of Grass-type moves by 50% when user's HP is below 1/3.	
Own Tempo	User cannot become afflicted with the Confused condition.	

P

Ability	Effect in battle	Effect when user is at the head of the party
Pickup	If user has no held item, it sometimes picks one up after battle (even if it didn't participate). It picks up different items depending on its level.	
Plus	Raises Sp. Attack by 50% if a Pokémon with the Minus Ability is in battle.	
Poison Heal	Restores HP every turn when user is inflicted with the Poison condition.	
Poison Point	There is a 30% chance of counter-inflicting the Poison condition on a foe that hits user with a direct attack.	
Pressure	When user is hit by a foe's move, it depletes 1 additional PP from that move.	Raises encounter rate with high-level wild Pokémon.
Pure Power	Gives user high Attack power. (Attack is halved if Pure Power is nullified.)	

Q

Ability	Effect in battle	Effect when user is at the head of the party
Quick Feet	Increases Speed by 50% when user has a status condition.	Lowers wild Pokémon encounter rate.

R

Ability	Effect in battle	Effect when user is at the head of the party
Rain Dish	Gradually restores HP in the Rain weather condition.	
Reckless	Raises the power of moves with recoil damage, like Jump Kick and Hi Jump Kick.	
Rivalry	Raises Attack when user and foe are same gender, lowers Attack when they're opposite genders.	
Rock Head	No recoil damage from moves like Take Down and Double-Edge.	
Rough Skin	Slightly damages a foe that directly attacks you.	
Run Away	User can always escape from a battle with a wild Pokémon.	

S

Ability	Effect in battle	Effect when user is at the head of the party
Sand Veil	Raises evasion stat when user encounters the Sandstorm weather condition.	Lowers encounter rate with wild Pokémon in the Sandstorm weather condition.
Scrappy	Lets user hit Ghost-type Pokémon with Normal-type moves.	
Serene Grace	Doubles chances of moves inflicting side effects.	
Shadow Tag	Prevents foe from fleeing or switching out. If both user and the opponent have Shadow Tag, the effect is canceled.	
Shed Skin	There is a 1/3 chance every turn of curing user's status conditions.	
Shell Armor	Foe cannot score a critical hit.	
Shield Dust	Protects user from the side effects of moves.	
Simple	The effects of stat changes becomes more powerful.	
Skill Link	Lets moves that strike successively strike the maximum number of times.	
Slow Start	Halves Attack and Speed for 5 turns after user enters battle.	
Sniper	Moves that deliver a critical hit deal a great amount of damage.	
Snow Cloak	Raises evasion when in the Hail weather condition.	Lowers wild Pokémon encounter rate when in the Hail weather condition.
Snow Warning	Turns the weather into the Hail weather condition when the user enters battle.	
Solar Power	Raises Attack by 50%, but lowers HP every turn in the Sunny weather condition.	
Solid Rock	Minimizes the damage received from supereffective moves.	
Soundproof	Protects user from sound-based moves: Snore, Heal Bell, Screech, Sing, Chat, Metal Sound, GrassWhistle, Uproar, SonicBoom, Growl, Hyper Voice, Roar, Perish Song, and Bug Buzz.	

S

Ability	Effect in battle	Effect when user is at the head of the party
Speed Boost	Raises Speed by 1 every turn.	
Stall	User's moves are performed last in the turn.	
Static	There is a 30% chance of counter-inflicting the Paralysis condition on a foe that physically attacks.	Raises encounter rate with wild Electric-type Pokémon.
Steadfast	Raises Speed by 1 every time the foe flinches.	
Stench	No effect.	Lowers wild Pokémon encounter rate.
Sticky Hold	User's held item cannot be stolen by foe.	Makes it easier to catch Pokémon when fishing.
Storm Drain	Draws all Water-type moves to the user.	
Sturdy	Protects user against one-hit KO moves like Horn Drill and Sheer Cold.	
Suction Cups	Nullifies moves like Whirlwind and Roar, which would allow the foe to switch out.	Makes Pokémon easier to catch when fishing.
Super Luck	Raises user's critical hit rate.	
Swarm	Raises the power of Bug-type moves by 50% when user's HP is below 1/3.	
Swift Swim	Doubles Speed in the Rain weather condition.	
Synchronize	When user has the Poison, Paralysis, or Burned condition, this inflicts the same condition on the foe.	Raises encounter rate with wild Pokémon with the same Nature.

T

Ability	Effect in battle	Effect when user is at the head of the party
Tangled Feet	Raises evasion stat when user is inflicted with the Confused condition.	
Technician	Moves with a power of less than 60 have their power increased by 50%. Also takes effect if a move's power is altered by another move.	
Thick Fat	Halves damage from Fire- and Ice-type moves.	
Tinted Lens	Nullifies the type disadvantage of user's "not very effective" moves: 1/2 damage turns into regular damage, 1/4 damage into 1/2 damage.	
Torrent	Strengthens Water-type moves by 50% when user's HP is below 1/3 of maximum.	
Trace	User obtains the same ability as that of foe, except for Forecast, Multitype, or Trace.	
Truant	User can only use a move once every other turn.	

U

Ability	Effect in battle	Effect when user is at the head of the party
Unaware	Protects against stat-changing moves by foe.	
Unburden	Doubles Speed if user loses or consumes its held item. Its Speed returns to normal if user takes another item. No effect if user starts out with no held item.	

V

Ability	Effect in battle	Effect when user is at the head of the party
Vital Spirit	User cannot be afflicted with the Sleep condition.	Raises encounter rate with high-level wild Pokémon.
Volt Absorb	When user is hit by an Electric-type move, it restores HP rather than taking damage.	

W

Ability	Effect in battle	Effect when user is at the head of the party
Water Absorb	When user is hit by a Water-type move, it restores HP rather than taking damage.	
Water Veil	User cannot be afflicted with the Burn condition.	
White Smoke	Protects against stat-lowering moves and Abilities.	Lowers wild Pokémon encounter rate.
Wonder Guard	Protects user against all moves except supereffective ones.	

To Contents

Pokémon Natures and Characteristics

Pokémon Natures

Each individual Pokémon has a Nature, which affects how its stats grow when it levels up.

Pokémon's Nature / Pokémon's stats	Attack	Defense	Speed	Sp. Attack	Sp. Defense
Adamant	○			▲	
Bashful					
Bold	▲	○			
Brave	○		▲		
Calm	▲				○
Careful				▲	○
Docile					
Gentle		▲			○
Hardy					
Hasty		▲	○		
Impish		○		▲	
Jolly			○	▲	
Lax		○			▲
Lonely	○	▲			
Mild		▲		○	
Modest	▲			○	
Naive			○		▲
Naughty	○				▲
Quiet			▲	○	
Quirky					
Rash				○	▲
Relaxed		○	▲		
Sassy			▲		○
Serious					
Timid	▲		○		

○ Gains more upon leveling up
▲ Gains less upon leveling up

Pokémon Characteristics

On top of having a Nature, each individual Pokémon has a Characteristic.
This also affects how the Pokémon's stats grow when it levels up.

Stat that grows the most	Characteristic
HP	Loves to eat
	Often dozes off
	Often scatters things
	Scatters things often
	Likes to relax

Stat that grows the most	Characteristic
Attack	Proud of its power
	Likes to thrash about
	A little quick tempered
	Likes to fight
	Quick tempered

Stat that grows the most	Characteristic
Defense	Sturdy body
	Capable of taking hits
	Highly persistent
	Good endurance
	Good perseverance

Stat that grows the most	Characteristic
Speed	Likes to run
	Alert to sounds
	Impetuous and silly
	Somewhat of a clown
	Quick to flee

Stat that grows the most	Characteristic
Sp. Attack	Highly curious
	Mischievous
	Thoroughly cunning
	Often lost in thought
	Very finicky

Stat that grows the most	Characteristic
Sp. Defense	Strong willed
	Somewhat vain
	Strongly defiant
	Hates to lose
	Somewhat stubborn

Items



A

Item	Description	Ways to obtain	Price
Adamant Orb	Raises the power of Dragon- and Steel-type moves when held by Dialga.	Held by the Dialga you can encounter by bringing Arceus to the Ruins of Alph.*	—
Air Mail	Mail with a colorful image printed on it.	Cherrygrove City or Blackthorn City Poké Marts	50
Amulet Coin	Doubles your winnings if the Pokémon holding it goes into battle even once.	Goldenrod City Department Store B1F	—
Antidote	Cures the Poison condition.	Poké Mart (from beginning) or Goldenrod City Department Store 2F	100
Armor Fossil	A Pokémon Fossil that can be restored into a Shieldon.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Awakening	Cures the Sleep condition.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	250

B

Item	Description	Ways to obtain	Price
Berry Juice	Restores 20 HP to a Pokémon.	Held by the Shuckle you take care of in Cianwood City or always held by wild Shuckle.	—
Big Mushroom	A big mushroom. Can be sold for 2,500 in prize money.	Obtain on the Pokéwalker.	—
Big Pearl	A large pearl. Can be sold for 3,750 in prize money.	Sometimes held by wild Shellder or Seafoam Islands B3F.	—
Big Root	Hold to increase the amount of HP restored by HP-draining moves.	Route 3	—
Black Belt	Raises the power of Fighting-type moves when held.	Receive from Day-of-the-Week Sibling Wesley at Lake of Rage (Wednesday)	—
Black Flute	A glass flute that lowers wild Pokémon encounter rate.	Dark Cave (Violet side)	—
Black Sludge	Restores HP every turn when held by Poison-type Pokémon. Drains HP every turn when held by any other-type of Pokémon.	Cerulean Cave B1F	—
BlackGlasses	Raises the power of Dark-type moves when held.	Receive from man in sunglasses in Dark Cave (Blackthorn side)	—
Bloom Mail	Mail printed with a pretty flower petal pattern.	Azalea Town Poké Mart	50
Blue Flute	A glass flute. Cures the Sleep condition.	Viridian Forest	—
Blue Scarf	Hold for greater value in Beauty Contests.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Blue Shard	Give to the Shards for Berries trader in Violet City.	Smash rocks using Rock Smash.	—
Bright Powder	Raises evasion when held.	Receive from Mary at the Radio Tower (once the Radio Tower is freed) or receive for 48 BP at the Battle Frontier.	—
Bubble Mail	Mail with a print of a blue, watery world.	Goldenrod City Department Store 2F	50
Burn Heal	Cures the Burned condition.	Poké Mart (after obtaining one Gym Badge)or Goldenrod City Department Store 2F	250

C

Item	Description	Ways to obtain	Price
Calcium	Raises Sp. Attack base stats.	Goldenrod City Department Store 4F	9,800
Carbos	Raises Speed base stats.	Goldenrod City Department Store 4F	9,800
Charcoal	Raises power of Fire-type moves when held.	Receive from the Charcoal Man's apprentice in Azalea Town (after catching both Farfetch'd)or in the Ruins of Alph, upper-left entrance 2.	—
Choice Band	You can only use one move, but Attack is raised by 50%.	Receive for 48 BP at the Battle Frontier.	—
Choice Scarf	You can only use one move, but Speed is raised by 50%.	Bought by your mom with your savings or receive for 48 BP at the Battle Frontier.	—
Choice Specs	You can only use one move, but Sp. Attack is raised by 50%.	Lake of Rage	—
Claw Fossil	A Pokémon Fossil that can be restored into an Anorith.	Smash a rock at the Cliff Cave by using Rock Smash. (*Pokémon HeartGold* only)	—
Cleanse Tag	Lowers wild Pokémon encounter rate when held by party leader.	Receive from an old woman in a house on Route 5.	—

D

Item	Description	Ways to obtain	Price
Damp Mulch	Spread to make the soil stay damp longer, and make Berries mature more slowly.	Goldenrod City Poké Mart	200
Damp Rock	Lengthens the effective time of Rain Dance when held.	Obtain on the Pokéwalker.	—
Dawn Stone	Evolves certain Pokémon.	Mt. Silver Cave snowy mountain section or 1st prize at the National Park Bug-Catching Contest	—
DeepSeaScale	Doubles Sp. Defense when held by Clamperl. Link trade Clamperl while it holds to evolve it into Gorebyss.	Route 20 (using the Dowsing MCHN)	—

*Take the Arceus obtained in distribution to *Pokémon Diamond*, *Pearl*, or *Platinum*, and trade it to *Pokémon HeartGold* or *SoulSilver*.

Item	Description	Ways to obtain	Price
DeepSeaTooth	Doubles Sp. Attack when held by Clamperl. Link trade Clamperl while it holds to evolve it into Huntail.	Route 20 (using the Dowsing MCHN)	—
Destiny Knot	Can share the Infatuation condition with foe when held.	Route 27	—
Dire Hit	Raises a Pokémon's critical hit rate.	Goldenrod City Department Store 3F	650
Dome Fossil	A Pokémon Fossil that can be restored into a Kabuto.	Smash a rock at the Ruins of Alph using Rock Smash. (*Pokémon SoulSilver* only)	—
Draco Plate	Raises power of Dragon-type moves when held. When Arceus holds this, it changes Arceus's type to Dragon type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Dragon Fang	Raises power of Dragon-type moves when held.	Dragon's Den B1F	—
Dragon Scale	Link trade Seadra while it holds the Dragon Scale to evolve it into Kingdra.	Back of Mt. Mortar 2F or Pokéathlon prize (Wednesday/Friday)	—
Dread Plate	Raises the power of Dark-type moves when held. When Arceus holds this Plate, it changes Arceus's type to Dark type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Dubious Disc	Link trade Porygon2 while it holds Dubious Disc to evolve it into Porygon-Z.	Route 42 (use HM Rock Climb)	—
Dusk Stone	Evolves certain Pokémon.	Cerulean Cave B1F or 1st prize in the National Park Bug-Catching Contest	—

E

Item	Description	Ways to obtain	Price
Earth Plate	Raises the power of Ground-type moves when held. When Arceus holds this Plate, it changes Arceus's type to Ground type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Electirizer	Link trade Electabuzz while it holds Electirizer to evolve it into Electivire.	Cerulean Cave B1F (using Rock Climb)	—
Elixir	Restores 10 PP to all moves.	Union Cave B2F	—
Energy Root	Restores 200 HP to a Pokémon. It is very bitter.	Goldenrod Tunnel herbalist (Saturday, Sunday)	800
EnergyPowder	Restores 50 HP to a Pokémon. It is very bitter.	Goldenrod Tunnel herbalist (Saturday/Sunday)	500
Escape Rope	Returns you to the entrance of a cave or similar area.	Poké Mart (after obtaining one Gym Badge)/Goldenrod City Department Store 2F	550
Ether	Restores 10 PP to a single move.	Ilex Forest or the Lake of Rage biggest Magikarp competition	—
Everstone	Prevents Pokémon Evolution when held.	The 2nd prize in the National Park's Bug-Catching Contest 2nd prize or show a Pokémon to the old man in the Sea Cottage on Route 25.	
Exp. Share	The Pokémon holding it earns Experience Points without even going into battle.	Trade for Red Scale at Mr. Pokémon's house on Route 30 or 2nd prize in the lucky-number drawing at the Goldenrod Radio Tower	—
Expert Belt	Raises the power of supereffective moves.	Mt. Silver Cave center chamber	—

F

Item	Description	Ways to obtain	Price
Fire Stone	Evolves certain Pokémon.	Pokéathlon prize (Tuesday, Thursday, Sunday)	—
Fist Plate	Raises the power of Fighting-type moves when held. When Arceus holds this Plate, it changes Arceus's type to Fighting type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Flame Mail	Mail with a print of red-hot flames.	Goldenrod City Department Store 2F	50
Flame Orb	Inflicts the Burned status on the Pokémon holding it in battle.	Obtain on the Pokéwalker or receive for 16 BP at the Battle Frontier.	—
Flame Plate	Raises power of Fire-type moves when held. When Arceus holds this, it changes Arceus's type to Fire type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Fluffy Tail	Allows user to always run away from a wild Pokémon encounter.	Obtain on the Pokéwalker.	—
Focus Band	When held, sometimes leaves user with 1 HP if hit by a KO move.	Receive for 48 BP at the Battle Frontier.	—
Focus Sash	When held, leaves user with 1 HP if hit by a KO move when its HP is full.	Bought by your mom with your savings or receive for 48 BP at the Battle Frontier.	—
Fresh Water	Restores 50 HP to a Pokémon	Goldenrod City Department Store or Pokéathlon Dome vending machine	200
Full Heal	Cures all status conditions.	Poké Mart (after obtaining Gym Badges) or Goldenrod City Department Store 2F	600
Full Incense	When held, makes user strike last.	Back of Mt. Mortar 1F (using Rock Climb).	—
Full Restore	Completely heals a Pokémon's HP and status.	Poké Mart (after obtaining eight Gym Badges)	3

G

Item	Description	Ways to obtain	Price
Gooey Mulch	Spread to increase how often fallen Berries grow into new sprouts.	Goldenrod City Poké Mart	200
Grass Mail	Mail with a print of fresh, green grass on it.	Goldenrod City Department Store 2F	50
Green Scarf	Hold to raise value in Smart Contests.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Green Shard	Give to the Shards for Berries trader in Violet City.	Smash rocks using Rock Smash.	—
Grip Claw	Lengthens the effective time of moves like Bind and Wrap.	Seafoam Islands B1F	—
Griseous Orb	Give it to Giratina to change it to Origin Forme. Raises power of Dragon- and Ghost-type moves.	Held by the Giratina you can encounter by bringing Arceus to the Ruins of Alph.*	—
Growth Mulch	Spread to hasten the soil drying out, but speeds up Berry growth.	Goldenrod City Flower Shop	200
Guard Spec.	For 5 turns, allies' stats cannot be lowered.	Goldenrod City Department Store 3F	700

H

Item	Description	Ways to obtain	Price
Hard Stone	Raises the power of Rock-type moves when held.	Receive from Day-of-the-Week Sibling Arthur on Route 36 (Thursday) or obtain on the Pokéwalker.	—
Heal Powder	Cures all status conditions. It is very bitter.	Goldenrod Tunnel herbalist (Saturday/Sunday)	450
Heart Mail	Mail with a big heart pattern printed on it.	Olivine City Poké Mart	50
Heart Scale	Give to the Move Maniac in Blackthorn City, and he'll teach you a move.	Pokéathlon prize (Wednesday/Sunday) or smash rocks using Rock Smash.	—
Heat Rock	Lengthens the effective time of the Sunny Day move when held.	Obtain on the Pokéwalker.	—
Helix Fossil	A Pokémon Fossil that can be restored into an Omanyte.	Smash a rock in the Ruins of Alph using Rock Smash. (*Pokémon HeartGold* only).	—
Honey	Triggers a wild Pokémon encounter.	Obtain on the Pokéwalker	—
HP Up	Raises HP base stats.	Goldenrod City Department Store 4F	9,800
Hyper Potion	Restores 200 HP to a Pokémon.	Poké Mart (after obtaining five Gym Badges) or Goldenrod City Department Store 2F	1,200

I

Item	Description	Ways to obtain	Price
Ice Heal	Heals the Frozen condition.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	250
Icicle Plate	Raises the power of Ice-type moves when held. When Arceus holds this Plate, it changes Arceus's type to Ice type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Icy Rock	Lengthens the effective time of the Hail weather condition when held.	Obtain on the Pokéwalker.	—
Insect Plate	Raises the power of Bug-type moves when held. When Arceus holds this plate, it changes Arceus's type to Bug type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Iron	Raises Defense base stats.	Goldenrod City Department Store 4F	9,800
Iron Ball	When held, lowers user's Speed. Makes Flying-type Pokémon and Pokémon with the Levitate Ability vulnerable to Ground-type moves when held.	Back of Mt. Mortar 1F or Pickup Ability	—
Iron Plate	Raises the power of Steel-type moves when held. When Arceus holds this plate, it changes Arceus's type to Steel type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—

K

Item	Description	Ways to obtain	Price
King's Rock	When held, it sometimes causes an attacking foe to flinch.	Receive from man with glasses in the SLOWPOKE Well or Pokéathlon prize (Monday, Wednesday, Sunday).	—

L

Item	Description	Ways to obtain	Price
Lagging Tail	When held, makes user strike last.	Route 47	—
Lava Cookie	The specialty of Lavaridge Town that cures all status conditions.	Obtain on the Pokéwalker.	—
Lax Incense	Raises evasion stat when held.	Route 38 (using Rock Climb)	—
Leaf Stone	Evolves certain Pokémon.	Pokéathlon prize (Tuesday/Thursday/Saturday)	—
Leftovers	Restores a bit of HP each turn when held.	Held by the sleeping Snorlax on Route 11	—
Lemonade	Restores 80 HP to a Pokémon.	Goldenrod City Department Store or Pokéathlon Dome vending machine	350

*Take the Arceus obtained in distribution to *Pokémon Diamond*, *Pearl*, or *Platinum*, and trade it to *Pokémon HeartGold* or *SoulSilver*.

Item	Description	Ways to obtain	Price
Life Orb	When held, lowers the user's HP with every attack, but raises Attack power.	Ruins of Alph, upper-left entrance 2	—
Light Ball	Doubles Attack and Sp. Attack when held by Pikachu.	Sometimes held by wild Pikachu	—
Light Clay	Lengthens the duration of Reflect and Light Screen.	Route 9	—
Luck Incense	Doubles prize money if Pokémon holding it enters battle even once.	Vermilion City	—
Lucky Egg	Hold to receive slightly more Experience Points.	Sometimes held by wild Chansey.	—
Lucky Punch	Raises critical-hit rate when held by Chansey.	Show Chansey to a girl on Route 14.	—
Lustrous Orb	Raises the power of Dragon- and Water-type moves when held by Palkia.	Held by the Palkia you can encounter by bringing Arceus to the Ruins of Alph.*	—

M

Item	Description	Ways to obtain	Price
Macho Brace	Halves Speed but significantly raises base stats.	Held by the Machop you get in trade for a Drowzee at the Goldenrod Department Store 5F.	—
Magmarizer	Link trade Magmar while it holds the Magmarizer to evolve it into Magmortar.	Cinnabar Island (using Rock Climb)	—
Magnet	Raises the power of Electric-type moves when held.	Receive from Day-of-the-Week Sibling Sunny on Route 37 (Sunday)	—
Max Elixir	Restores full PP to all moves.	Bell Tower 8F	—
Max Ether	Restores full PP to a single move.	Goldenrod Tunnel B2F	—
Max Potion	Completely restores a Pokémon's HP.	Poké Mart (after obtaining seven Gym Badges)or Goldenrod City Department Store 2F	2,500
Max Repel	Prevents wild Pokémon encounters for 250 steps.	Poké Mart (after obtaining five Gym Badges) or Goldenrod City Department Store 2F	700
Max Revive	Revives a fainted Pokémon and restores all of its HP.	Bell Tower 7F	—
Meadow Plate	Raises the power of Grass-type moves when held. When Arceus holds this, it changes Arceus's type to Grass type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Mental Herb	Lets a Pokémon recover naturally from attraction/infatuation once.	Route 7	—
Metal Coat	Raises the power of Steel-type moves when held.	Pokéathlon prize (Tuesday/Friday/Saturday)or receive from old man aboard the Fast Ship S.S. Aqua or held by the Magneton you get in trade for Dugtrio at the Power Plant.	—
Metal Powder	Doubles Defense when held by Ditto.	Sometimes held by wild Ditto.	—
Metronome	When held, strengthens moves used more than once in a row.	Game Corner prize (1,000 Coins)	—
Mind Plate	Raises power of Psychic-type moves when held. When Arceus holds this, it changes Arceus's type to Psychic type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Miracle Seed	Raises the power of Grass-type moves when held.	Receive from a man on Route 32	—
Moomoo Milk	Restores 100 HP to a Pokémon.	Moomoo Farm on Route 39 (after treating Miltank)or Pokéathlon prize.	500
Moon Stone	Evolves certain Pokémon.	Pokéathlon prize (Monday, Wednesday) or Ruins of Alph, lower-right entrance 2.	—
Muscle Band	Raises the power of physical moves when held.	Bought by your mom with your savings or receive for 48 BP at the Battle Frontier.	—
Mystic Water	Raises the power of Water-type moves when held.	Receive from a man in Cherrygrove City or Ruins of Alph lower-left entrance 2.	—

N

Item	Description	Ways to obtain	Price
NeverMeltIce	Raises power of Ice-type moves when held.	Ice Path B3F	—
Nugget	A nugget of pure gold. Can be sold for 5,000 in prize money.	Route 34 or Pokéathlon prize (Friday/Sunday)	—

O

Item	Description	Ways to obtain	Price
Odd Incense	Raises the power of Psychic-type moves when held.	Cerulean Cave 2F	—
Odd Keystone	A stone that sometimes emits a voice.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Old Amber	An amber stone that can be restored into an Aerodactyl.	Smash a rock at the Ruins of Alph using Rock Smash.	—
Old Gateau	A hidden gem of the Old Chateau. It cures all status conditions.	Obtain on the Pokéwalker.	—
Oval Stone	Evolves certain Pokémon.	Rock Tunnel B1F or 1st prize at the National Park Bug-Catching Contest	—

*Take the Arceus obtained in distribution to *Pokémon Diamond, Pearl*, or *Platinum*, and trade it to *Pokémon HeartGold* or *SoulSilver*.

P

Item	Description	Ways to obtain	Price
Parlyz Heal	Cures the Paralysis condition.	Poké Mart (from beginning) or Goldenrod City Department Store 2F	200
Pearl	A beautiful pearl that can be sold for 700 in prize money.	Obtain on the Pokéwalker or smash rocks at the Cliff Cave by using Rock Smash.	—
Pink Scarf	Hold to raise value in Cute Contests.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Poison Barb	Raises power of Poison-type moves when held.	Receive from Frieda on Route 32 (Friday).	—
Poké Doll	Lets you escape from any wild Pokémon.	Goldenrod City Department Store 2F	1,000
Potion	Restores 20 HP to a Pokémon.	Poké Mart (from the beginning) or Goldenrod Department Store 2F	300
Power Anklet	Lowers Speed but makes Speed base stats easier to raise.	Receive for 16 BP at the Battle Frontier.	—
Power Band	Lowers Speed but makes Sp. Defense base stats easier to raise.	Receive for 16 BP at the Battle Frontier.	—
Power Belt	Lowers Speed but makes Defense base stats easier to raise.	Receive for 16 BP at the Battle Frontier.	—
Power Bracer	Lowers Speed but makes Attack base stats easier to raise.	Receive for 16 BP at the Battle Frontier.	—
Power Herb	User can instantly perform moves that require a charge. Goes away after use.	Receive when you defeat Jenn/Irene/Kate on Route 34 or receive for 32 BP at the Battle Frontier.	—
Power Lens	Lowers Speed but makes Sp. Attack base stats easier to raise.	Receive for 16 BP at the Battle Frontier.	—
Power Weight	Lowers Speed but makes HP base stats easier to raise.	Receive for 16 BP at the Battle Frontier.	—
PP Max	Raises top PP to the max.	DIGLETT's Cave (using Rock Climb)	—
PP Up	Raises top PP by 1.	Violet City or Pokéathlon prize (Tuesday/Thursday)	—
Protector	Trade Rhydon while it holds Protector to evolve it into Rhyperior.	Back of Mt. Mortar 1F (using Rock Climb)	—
Protein	Raises Attack base stats.	Goldenrod City Department Store 4F	9,800
Pure Incense	Lowers wild Pokémon encounter rate when held by party leader.	Mt. Silver Cave snowy mountain section	—

Q

Item	Description	Ways to obtain	Price
Quick Claw	Hold to strike first occasionally.	Receive from the Teacher on the bench at the National Park.	—
Quick Powder	Raises Ditto's Speed when held.	Often held by wild Ditto	—

R

Item	Description	Ways to obtain	Price
Rare Bone	A rare bone that can be sold for 5,000 in prize money.	Smash a rock at the Cliff Cave using HM Rock Smash	—
Rare Candy	Raises a Pokémon's level by 1.	Violet City or Pokéathlon prize (Monday/Saturday)	—
Razor Claw	Raises critical hit rate when held. Also evolves certain Pokémon	Receive for 48 BP at the Battle Frontier.	—
Razor Fang	When a Pokémon holds it, its attacks sometimes cause the foe to flinch. Also used to evolve certain Pokémon.	Receive for 48 BP at the Battle Frontier.	—
Reaper Cloth	Link trade Dusclops while it holds the Reaper Cloth to evolve it into Dusknoir.	Mt. Silver	—
Red Flute	A glass flute that cures the Infatuation condition.	Lake of Rage	—
Red Scarf	Hold for greater value in Cool Contests.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Red Shard	Give to the Shards for Berries trader in Violet City.	Smash rocks using Rock Smash.	—
Repel	Prevents wild Pokémon encounters for 100 steps.	Poké Mart (after obtaining one Gym Badge) or Goldenrod City Department Store 2F	350
Revival Herb	Revives a fainted Pokémon. It is very bitter.	Goldenrod Tunnel herbalist (Saturday/Sunday)	2,800
Revive	Revives a fainted Pokémon and restores half its HP.	Poké Mart (after obtaining three Gym Badges) or Goldenrod City Department Store 2F	1,500
Rock Incense	Raises the power of Rock-Type moves when held.	DIGLETT's Cave	—
Root Fossil	A Pokémon Fossil that can be restored into a Lileep.	Smash a rock at the Cliff Cave by using Rock Smash. (*Pokémon SoulSilver* only).	—
Rose Incense	Raises the power of Grass-type moves when held.	Route 15	—

S

Item	Description	Ways to obtain	Price
Sacred Ash	Restores all HP to all fainted Pokémon.	Receive from the assistant in the gate on Route 2.	—
Scope Lens	Increases critical-hit rate when held.	Receive for 48 BP at the Battle Frontier.	—
Sea Incense	Raises the power of Water-type moves when held.	Cerulean Cave 1F	—

Item	Description	Ways to obtain	Price
Sharp Beak	Raises the power of Flying-type moves when held.	Receive from Day-of-the-Week Sibling Monica on Route 40 (Monday)	—
Shed Shell	Hold to make sure the user can always switch out.	Door prize for the National Park's Bug-Catching Contest	—
Shell Bell	Restores 1/8 of damage inflicted when held	Route 32	—
Shiny Stone	Evolves certain Pokémon.	National Park (use HM Rock Climb) or 1st prize in the National Park Bug-Catching Contest	—
Shoal Salt	Salt found at the Shoal Cave.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Shoal Shell	Shell found at the Shoal Cave.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Silk Scarf	Raises power of Normal-type moves when held.	Goldenrod Game Corner prize (1,000 Coins)	—
SilverPowder	Raises the power of Bug-type moves when held.	Obtain on the Pokéwalker.	—
Skull Fossil	A Pokémon Fossil that can be restored into a Cranidos.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Sky Plate	Raises the power of Flying-type moves when held. When Arceus holds this plate, it changes Arceus's type to Flying type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Smoke Ball	When held, ensures user can always escape from a wild Pokémon.	Goldenrod Tunnel B1F or held by the Dodrio you get in trade for a Dragonair ♀ (in Blackthorn City).	—
Smooth Rock	Lengthens the effective time of the Sandstorm weather condition when held.	Obtain on the Pokéwalker.	—
Snow Mail	Mail with a print of frigid snow.	Lavender Town Poké Mart	50
Soda Pop	Restores 60 HP to a Pokémon.	Goldenrod City Department Store or Pokéathlon Dome vending machine	300
Soft Sand	Raises power of Ground-type moves when held.	Receive from Day-of-the-Week Sibling Santos in Blackthorn (Saturday).	—
Soothe Bell	When held, makes user more inclined to like you.	National Park or held by the Steelix you get in trade from Jasmine at the Olivine Gym.	—
Soul Dew	Raises Sp. Attack and Sp. Defense when held by Latios or Latias.	Obtain by trading or receiving a Pokémon that's holding this item.	—
Space Mail	Mail with a print of outer space.	Goldenrod City Department Store 2F	50
Spell Tag	Raises the power of Ghost-type moves when held.	Receive from the ghost-story boy on the roof of Celadon Condominiums (nighttime only).	—
Splash Plate	Raises the power of Water-type moves when held. When Arceus holds this Plate, it changes Arceus's type to Water type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Spooky Plate	Raises power of Ghost-type moves when held. When Arceus holds this, it changes Arceus's type to Ghost type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Stable Mulch	Spread to lengthen the time Berries stay on the plant.	Goldenrod City Poké Mart	200
Star Piece	A pretty red gem piece that can be sold for 4,900 in prize money.	Ruins of Alph, lower-left entrance 2, or smash rocks using Rock Smash.	—
Stardust	Pretty red powder that can be sold for 1,000 in prize money.	Ruins of Alph, lower-left entrance 2, or smash rocks using Rock Smash.	—
Steel Mail	Mail with a printed pattern of a cool machine.	Pewter City Poké Mart	50
Stick	Raises critical-hit rate when held by Farfetch'd.	Sometimes held by wild Farfetch'd.	—
Sticky Barb	Inflicts damage on user every turn when held. Sometimes sticks to and damages foe if contact is made.	Vermilion City	—
Stone Plate	Raises power of Rock-type moves when held. When Arceus holds this Plate, it changes Arceus's type to Rock type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Sun Stone	Evolves certain Pokémon	The 1st prize in the National Park Bug-Catching Contest	—
Super Potion	Restores 50 HP to a Pokémon.	Poké Mart (after obtaining Gym Badge) or Goldenrod City Department Store 2F	700
Super Repel	Prevents wild Pokémon encounters for 200 steps.	Poké Mart (after obtaining three Gym Badges) or Goldenrod Department Store 2F	500

T

Item	Description	Ways to obtain	Price
Thick Club	Doubles Attack when held by Cubone or Marowak.	Sometimes held by wild Cubone and Marowak.	—
Thunderstone	Evolves certain Pokémon.	Pokéathlon prize (Wednesday, Thursday, Saturday)	—
TinyMushroom	A small mushroom that can be sold for 250 in prize money.	Mahogany Souvenir Shop (while under Team Rocket control)	500
Toxic Orb	Inflicts the Badly Poisoned condition when held.	Receive for 16 BP at the Battle Frontier.	—
Toxic Plate	Raises power of Poison-type moves when held. When Arceus holds this, it changes Arceus's type to Poison type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—

T

Item	Description	Ways to obtain	Price
Tunnel Mail	Mail with a print of the dark world of mining.	Violet City Poké Mart	50
TwistedSpoon	Raises the power of Psychic-type moves when held.	Receive from Days-of-the-Week Sibling Tuscany on Route 29 (Tuesday).	—

U

Item	Description	Ways to obtain	Price
Up-Grade	Give to Porygon during a link trade to evolve it to Porygon2.	Receive from security guard at Silph Co. in Saffron City	—

W

Item	Description	Ways to obtain	Price
Water Stone	Evolves certain Pokémon.	Pokéathlon prize (Monday, Tuesday, Wednesday/Friday)	—
Wave Incense	Raises the power of Water-type moves when held.	Route 47 (Use HM Rock Climb)	—
White Flute	A glass flute that raises wild Pokémon encounter rate.	Route 47	—
White Herb	Restores lowered stats. Goes away when used.	Receive for 32 BP at the Battle Frontier	—
Wide Lens	Raises move accuracy when held.	Game Corner prize (1,000 Coins)	—
Wise Glasses	Raises power of special moves when held.	Pewter City	—

X

Item	Description	Ways to obtain	Price
X Accuracy	Raises a Pokémon's accuracy by 1.	Goldenrod Department Store 3F	950
X Attack	Raises a Pokémon's Attack by 1.	Goldenrod City Department Store 3F	500
X Defend	Raises a Pokémon's Defense by 1.	Goldenrod City Department Store 3F	550
X Sp. Def	Raises a Pokémon's Sp. Defense by 1.	Goldenrod City Department Store 3F	350
X Special	Raises a Pokémon's Sp. Attack by 1.	Goldenrod City Department Store 3F	350
X Speed	Raises the Speed of a Pokémon.	Goldenrod City Department Store 3F	350

Y

Item	Description	Ways to obtain	Price
Yellow Flute	A glass flute that cures the Confuse condition.	Route 12	—
Yellow Scarf	Raises value in Tough Contests when held	Obtain by trading or receiving a Pokémon that's holding this item.	—
Yellow Shard	Give to the Shards for Berries trader in Violet City.	Smash rocks using Rock Smash.	—

Z

Item	Description	Ways to obtain	Price
Zap Plate	Raises the power of Electric-type moves when held. When Arceus holds this plate, it changes Arceus's type to Electric type.	Receive from the Fast Ship S.S. Aqua's Captain (from Olivine City on Monday/Friday; or from Vermilion City on Wednesday/Sunday).	—
Zinc	Raises Sp. Defense base stats.	Goldenrod City Department Store 4F	9,800
Zoom Lens	Raises move accuracy if user's move strikes after foe's move.	Goldenrod Game Corner prize (1,000 Coins)	—

Key Items

Item	Description	Ways to obtain	Price
Apricorn Box	A handy container that can store 99 of each kind of Apricorn.	Receive from man on Route 30. (Talk to a Pokéathlon Dome employee at the Aprijuice stand to receive the Apriblender.)	—
Basement Key	Key that opens a door in the Goldenrod Tunnel.	Radio Tower 5F, after defeating Team Rocket Executive Petrel (disguised as the Director).	—
Berry Pots	Portable, easy-to-use planters for raising Berries.	Get from the Flower Shop's Floria on Route 36 (after battling Sudowoodo).	—
Bicycle	A speedy folding bike.	Borrow from the manager at Goldenrod City Bike Shop.	—
Blue Card	A card that collects points from the Buena's Passwords radio program.	Receive from Buena on Goldenrod City Radio Tower 2F.	—
Blue Orb	A blue orb with a profound link to the legends of the Hoenn region.	Receive from Mr. Pokémon on Route 30 after defeating Red (*Pokémon HeartGold* only).	—
Card Key	A card key that opens a door in the Goldenrod City Radio Tower.	Receive from captured Director in Goldenrod Tunnel.	—
Clear Bell	An ancient bell with a soothing sound.	Receive after battling the five Kimono Girls at the Ecruteak Dance Theater (*Pokémon HeartGold* only).	—
Coin Case	A case for Coins. Can hold 50,000 Coins.	Receive from Mr. Game at the Goldenrod Game Corner.	—
Dowsing MCHN	A cutting-edge device that alerts you to hidden items with sound and flashing lights.	Receive from man in an Ecruteak City house.	—
Fashion Case	A case for neatly storing your Accessories.	Receive from Lyra/Ethan at the Goldenrod Tunnel entrance.	—
GB Sounds	A music player featuring retro tunes. Use it to change the background music.	Receive from the Sound Designer at Celadon Mansion 3F (after getting all eight Kanto Badges).	—
Good Rod	A nice new fishing rod. Use near the water to catch Pokémon.	Receive from a Fisherman in a house in Olivine City.	—
Gracidea	Triggers a Forme Change when used on Shaymin (daytime only).	Receive at the Goldenrod City Flower Shop while walking with Shaymin.	—
Jade Orb	A green orb with a profound link to the legends of the Hoenn region.	Receive from Professor Oak in Pallet Town after defeating Red (with a Kyogre and Groudon caught in *Pokémon HeartGold* or *SoulSilver Version* on your team).	—
Lost Item	The Poké Doll that the Copycat lost.	Receive from a boy at the Vermilion City Pokémon Fan Club.	—
Machine Part	A critical part that was stolen from the Power Plant.	Find it near the water of the Cerulean Gym (after defeating the Team Rocket Grunt on Route 24)	—
Magnet Train Pass	A ticket needed to ride the Magnet Train.	Receive from the Copycat in Saffron City after getting the Lost Item.	—
Mystery Egg	An Egg entrusted to you by Mr. Pokémon. It hatches into Togepi.	Entrusted to you by Mr. Pokémon at his house on Route 30.	—
Old Rod	A shabby old fishing rod. Use near water to catch Pokémon.	Receive from Fisherman at the Pokémon Center on Route 32.	—
Pal Pad	A useful notepad that records friends and good times.	Receive on Pokémon Center B1F (after reaching Violet City).	—
RageCandyBar	A candy specialty of Blackthorn City. A well-known souvenir.	Buy from a man in Mahogany Town.	300
Rainbow Wing	A magical, mysterious glittering rainbow-colored wing.	Receive from the Director at Radio Tower opening (*Pokémon HeartGold* only) or receive from an old man in Pewter City (*Pokémon SoulSilver* only).	—
Red Orb	A red orb with a profound link to the legends of the Hoenn region.	Receive from Mr. Pokémon on Route 30 after defeating Red (*Pokémon SoulSilver* only).	—
Red Scale	A scale from the red Gyarados in the Lake of Rage.	Obtain after battling the red Gyarados at the Lake of Rage.	—
S.S. Ticket	Ticket required for sailing on the ferry S.S. Aqua.	Receive from Professor Elm in New Bark Town (post-Hall of Fame).	—
Seal Case	A case for storing the Seals that go on Ball Capsules.	Receive from a girl at Moomoo Farm on Route 39 (after treating Miltank).	—
SecretPotion	An amazing medicine that heals a Pokémon completely and instantly.	Receive at the Cianwood City Pharmacy.	—
Silver Wing	A mysterious, magically glittering silver wing.	Receive from the Director at Radio Tower opening (*Pokémon SoulSilver* only) or receive from an old man in Pewter City (*Pokémon HeartGold* only).	—
SquirtBottle	A tool for sprinkling water, used for raising Berries in the Berry Pots.	Receive at the Goldenrod City Poké Mart (after winning at the Goldenrod City Gym).	—
Super Rod	The latest, greatest fishing rod. Use it near water to catch Pokémon.	Receive from the Fisherman on Route 12.	—
Tidal Bell	An ancient bell with a soothing sound.	Obtain after battling five Kimono Girls in Ecruteak Dance Theater (*Pokémon SoulSilver* only).	—
UNOWN Report	A written report of the Unown you've discovered.	Get from a Researcher at the Ruins of Alph (after solving a stone-panel puzzle).	—
Vs. Recorder	Records your battles with friends and at the Battle Frontier.	Receive from Lyra/Ethan at the Route 31 gate.	—

Poké Balls

Item	Description	Ways to obtain	Price
Poké Ball	A tool for catching wild Pokémon.	Poké Mart (after learning how to catch Pokémon from Lyra/Ethan on Route 29) or Goldenrod City Department Store 2F	200
Dive Ball	A Poké Ball that does better on Pokémon that live in the water.	Obtain on the Pokéwalker.	—
Dusk Ball	A Poké Ball that does better at night and in caves.	Goldenrod City Department Store drawing 2nd prize (Friday) or Blackthorn Poké Mart	1,000
Fast Ball	A Poké Ball with a good capture rate against Pokémon with high Speed.	Made by Kurt in exchange for a Wht Apricorn or receive from Kurt after defeating Team Rocket at the SLOWPOKE Well.	—
Friend Ball	A Poké Ball that endears you greatly to the Pokémon you've just caught in it.	Made by Kurt in exchange for a Grn Apricorn.	—
Great Ball	It has a better capture rate than the Poké Ball.	Poké Mart (after obtaining three Gym Badges) or Goldenrod City Department Store 2F	600
Heal Ball	A gentle Poké Ball that heals the captured Pokémon's HP and status.	Cherrygrove City Poké Mart	300
Heavy Ball	A Poké Ball with a good capture rate against heavy Pokémon.	Made by Kurt in exchange for a Blk Apricorn.	—
Level Ball	A Poké Ball with a better capture rate against Pokémon with a lower level than your own.	Made by Kurt in exchange for a Red Apricorn.	—
Love Ball	A Poké Ball that's good at catching Pokémon that are the same species as yours, but of the opposite gender.	Made by Kurt in exchange for a Pnk Apricorn.	—
Lure Ball	A Poké Ball that excels at catching Pokémon you've snagged with a fishing pole.	Made by Kurt in exchange for a Blu Apricorn or receive from a man on Route 32.	—
Luxury Ball	A Poké Ball that endears you to the captured Pokémon.	Goldenrod City Department Store drawing 2nd prize (Sunday)	—
Master Ball	A Poké Ball that can successfully catch any wild Pokémon.	Receive from Professor Elm in New Bark Town (after obtaining eight Gym Badges).	—
Moon Ball	A Poké Ball with a good capture rate against Pokémon that evolve using the Moon Stone.	Made by Kurt in exchange for a Ylw Apricorn.	—
Nest Ball	A Poké Ball that does better against weaker Pokémon.	Pewter City Poké Mart or Goldenrod Department Store drawing 2nd prize (Monday)	1,000
Net Ball	A Poké Ball with a high success rate against Bug- and Water-type Pokémon.	Violet City or Azalea Town Poké Mart or Goldenrod City Department Store drawing 2nd prize (Wednesday)	1000
Park Ball	A Poké Ball used only in the Pal Park.	Fuchsia City Pal Park	—
Premier Ball	A rare Poké Ball made in commemoration of an event.	Get when you buy 10 Poké Balls at once.	—
Quick Ball	A Poké Ball with a good capture rate when thrown right at the start of battle.	Goldenrod City Department Store drawing 2nd prize (Thursday) or Vermilion City Poké Mart	1,000
Repeat Ball	A Poké Ball that excels at catching Pokémon you've caught before.	Goldenrod City Department Store drawing 2nd prize (Tuesday)	—
Safari Ball	A Poké Ball used only in the Safari Zone.	Safari Zone (receive 30 of them after paying the 500 in prize money entry fee)	—
Sport Ball	A Poké Ball used only in the National Park's Bug-Catching Contest.	National Park Pokémon Bug Catching Contest (Tuesday/Thursday/ Saturday)	—
Timer Ball	A Poké Ball that does better after more turns have elapsed in battle.	Goldenrod City Department Store drawing 2nd prize (Saturday)	—
Ultra Ball	A Poké Ball with a better capture rate than the Great Ball.	Poké Mart (after obtaining five Gym Badges) or Goldenrod City Department Store 2F	1200

Items held by wild Pokémon

Some wild Pokémon are holding items when they appear. When you catch them, you get their item, too! This is the only way to get some of these items, such as Pikachu's Light Ball or Chansey's Lucky Egg, for instance.

National Pokédex No.	Johto Pokédex No.	Pokémon	Always holding	Sometimes holding	Occasionally holding
12	26	Butterfree			SilverPowder
15	29	Beedrill			Poison Barb
19	17	Rattata			Chilan Berry
20	18	Raticate			Chilan Berry
22	14	Fearow			Sharp Beak
25	22	Pikachu		Oran Berry	Light Ball
27	48	Sandshrew			Quick Claw
28	49	Sandslash			Quick Claw
35	41	Clefairy		Leppa Berry	Moon Stone
37	127	Vulpix	Rawst Berry		
46	70	Paras		TinyMushroom	Big Mushroom
47	71	Parasect		TinyMushroom	Big Mushroom
49	110	Venomoth			Shed Shell
50	134	Diglett			Soft Sand
51	135	Dugtrio			Soft Sand
52	138	Meowth			Quick Claw
53	139	Persian			Quick Claw
56	136	Mankey			Payapa Berry
57	137	Primeape			Payapa Berry
58	129	Growlithe	Rawst Berry		
61	73	Poliwhirl			King's Rock
63	89	Abra			TwistedSpoon
64	90	Kadabra			TwistedSpoon
72	164	Tentacool			Poison Barb
73	165	Tentacruel			Poison Barb
74	34	Geodude			Everstone
75	35	Graveler			Everstone
77	206	Ponyta			Shuca Berry
78	207	Rapidash			Shuca Berry
79	80	Slowpoke			Lagging Tail
80	81	Slowbro			King's Rock
81	119	Magnemite			Metal Coat
82	120	Magneton			Metal Coat
83	160	Farfetch'd			Stick
84	204	Doduo			Sharp Beak
85	205	Dodrio			Sharp Beak
88	117	Grimer			Nugget
89	118	Muk			Nugget
90	171	Shellder		Pearl	Big Pearl
104	208	Cubone			Thick Club
105	209	Marowak			Thick Club
108	180	Lickitung			Lagging Tail
109	115	Koffing			Smoke Ball
110	116	Weezing			Smoke Ball
113	222	Chansey		Oval Stone	Lucky Egg
116	190	Horsea			Dragon Scale
117	191	Seadra			Dragon Scale
120	169	Staryu		Stardust	Star Piece
122	158	Mr. Mime			Leppa Berry
124	155	Jynx	Aspear Berry		
132	92	Ditto		Quick Powder	Metal Powder
147	246	Dratini			Dragon Scale
148	247	Dragonair			Dragon Scale
161	19	Sentret			Oran Berry
162	20	Furret		Oran Berry	Sitrus Berry
170	176	Chinchou			DeepSeaScale
171	177	Lanturn			DeepSeaScale
191	103	Sunkern			Coba Berry

National Pokédex No.	Johto Pokédex No.	Pokémon	Always holding	Sometimes holding	Occasionally holding
193	101	Yanma			Wide Lens
203	149	Girafarig			Persim Berry
208	63	Steelix			Metal Coat
211	163	Qwilfish			Poison Barb
213	168	Shuckle	Berry Juice		
215	218	Sneasel		Grip Claw	Quick Claw
222	173	Corsola			Hard Stone
231	200	Phanpy			Passho Berry
232	201	Donphan			Passho Berry
241	151	Miltank	Moomoo Milk		
261	—	Poochyena			Pecha Berry
263	—	Zigzagoon			Oran Berry
264	—	Linoone		Oran Berry	Sitrus Berry
267	—	Beautifly			Shed Shell
269	—	Dustox			Shed Shell
276	—	Taillow			Charti Berry
284	—	Masquerain			SilverPowder
285	—	Shroomish			Kebia Berry
286	—	Breloom			Kebia Berry
293	—	Whismur			Chesto Berry
299	—	Nosepass			Hard Stone
303	—	Mawile			Occa Berry
304	—	Aron			Hard Stone
305	—	Lairon			Hard Stone
315	—	Roselia			Poison Barb
316	—	Gulpin			Big Pearl
322	—	Numel	Rawst Berry		
325	—	Spoink			Tanga Berry
327	—	Spinda			Chesto Berry
328	—	Trapinch			Soft Sand
331	—	Cacnea			Sticky Barb
332	—	Cacturne			Sticky Barb
335	—	Zangoose			Quick Claw
337	—	Lunatone			Moon Stone
338	—	Solrock			Sun Stone
353	—	Shuppet			Spell Tag
354	—	Banette			Spell Tag
355	—	Duskull			Kasib Berry
356	—	Dusclops			Kasib Berry
358	—	Chimecho			Colbur Berry
366	—	Clamperl			Big Pearl
369	—	Relicanth			DeepSeaScale
370	—	Luvdisc		Heart Scale	
371	—	Bagon			Dragon Fang
372	—	Shelgon			Dragon Fang
374	—	Beldum			Metal Coat
375	—	Metang			Metal Coat
396	—	Starly			Yache Berry
401	—	Kricketot			Metronome
402	—	Kricketune			Metronome
406	—	Budew			Poison Barb
415	—	Combee	Honey		
418	—	Buizel			Wacan Berry
419	—	Floatzel			Wacan Berry
420	—	Cherubi			Miracle Seed
427	—	Buneary			Chople Berry
433	—	Chingling			Colbur Berry
436	—	Bronzor			Metal Coat
437	—	Bronzong			Metal Coat
441	—	Chatot			Metronome
443	—	Gible			Haban Berry
451	—	Skorupi			Poison Barb
453	—	Croagunk			Black Sludge

Items obtained with the Pickup Ability

Item	Level of Pokémon with Pickup Ability									
	Low	→	→	→	→	→	→	→	→	High
Potion	◎									
Antidote	○	◎								
Super Potion	○	○	◎							
Great Ball	○	○	○	◎						
Repel	○	○	○	○	◎					
Escape Rope	○	○	○	○	○	◎				
Full Heal	○	○	○	○	○	○	◎			
Hyper Potion	△	○	○	○	○	○	○	◎		
Ultra Ball	△	△	○	○	○	○	○	○	◎	
Revive		△	△	○	○	○	○	○	○	◎
Rare Candy			△	△	○	○	○	○	○	○
Sun Stone				△	△	○	○	○	○	○
Moon Stone					△	△	○	○	○	○
Heart Scale						△	△	○	○	○
Full Restore							△	△	○	○
Max Revive								△	△	○
PP Up									△	△
Max Elixir										△
Nugget	▲	▲								
King's Rock		▲	▲							
Full Restore			▲	▲						
Ether				▲	▲					
Iron Ball					▲	▲				
TM56 Fling						▲	▲			
Elixir							▲	▲		
TM86 Grass Knot								▲	▲	
Leftovers									▲	▲
TM26 Earthquake										▲

◎ Often found ○ Sometimes found △ Rarely found ▲ Almost never found

Items found using Rock Smash

Ruins of Alph (exterior)

Pokémon HeartGold	Pokémon SoulSilver	Frequency
Blue Shard	Red Shard	○
Green Shard	Yellow Shard	○
Helix Fossil	Dome Fossil	○
Max Ether	Max Ether	○
Max Revive	Max Revive	△
Old Amber	Old Amber	○
Red Shard	Blue Shard	○
Yellow Shard	Green Shard	○

Cliff Cave

Pokémon HeartGold	Pokémon SoulSilver	Frequency
Big Pearl	Big Pearl	○
Claw Fossil	Root Fossil	○
Max Ether	Max Ether	○
Pearl	Pearl	○
Rare Bone	Rare Bone	△
Red Shard	Blue Shard	○
Yellow Shard	Green Shard	○

*Rocks appear after you receive the National Pokédex.

Other Locations

Pokémon HeartGold	Pokémon SoulSilver	Frequency
Blue Shard	Blue Shard	○
Green Shard	Green Shard	○
Heart Scale	Heart Scale	○
Max Ether	Max Ether	◎
Red Shard	Red Shard	○
Revive	Revive	◎
Star Piece	Star Piece	△
Yellow Shard	Yellow Shard	○

◎ Frequent ○ Average △ Rare

Apricorns



Apricorn

Name	Description	Main Locations
Blk Apricorn	Black Apricorn	Get from an Apricorn Tree (Routes 1, 31, 33, 37, and 43)/Pokéathlon prize (Wednesday, Thursday, Sunday)
Blu Apricorn	Blue Apricorn	Get from an Apricorn Tree (Routes 26, 36, and 37/Pewter City)/Pokéathlon prize (Monday, Wednesday, Sunday)
Grn Apricorn	Green Apricorn	Get from an Apricorn Tree (Route 11, 29, 30, 35, and 39)/Pokéathlon prize (Monday, Friday, Saturday)
Pnk Apricorn	Pink Apricorn	Get from an Apricorn Tree (Routes 2, 30, 33, and 42)/Pokéathlon prize (Tuesday, Wednesday, Thursday)
Red Apricorn	Red Apricorn	Get from an Apricorn Tree (Routes 37 and 44/Fuchsia City)/Pokéathlon prize (Monday, Friday, Sunday)
Wht Apricorn	White Apricorn	Get from an Apricorn Tree (Route 38/Azalea Town/Pewter City)/Pokéathlon prize (Tuesday, Thursday, Saturday)
Ylw Apricorn	Yellow Apricorn	Get from an Apricorn Tree (Routes 8, 42, and 46/Violet City)/Pokéathlon prize (Tuesday, Thursday, Friday)

Balls that Kurt makes from Apricorns

Ball	Apricorn needed	Effect
Fast Ball	Wht Apricorn	Good at catching fast Pokémon
Friend Ball	Grn Apricorn	Makes the caught Pokémon very fond of you
Heavy Ball	Blk Apricorn	Good at catching heavy Pokémon (the heavier, the better)
Level Ball	Red Apricorn	The more your Pokémon's level exceeds the target's level, the better it works
Love Ball	Pnk Apricorn	Good at catching Pokémon of the same species, but opposite gender
Lure Ball	Blu Apricorn	Good at catching Pokémon caught on a fishing rod
Moon Ball	Ylw Apricorn	Good at catching Pokémon that evolve using the Moon Stone

Apricorn flavor profiles

Apricorn	Spicy	Sour	Dry	Bitter	Sweet
Blk Apricorn	Strong	Strong	Strong	Strong	Strong
Blu Apricorn			Strong	Weak	
Grn Apricorn				Strong	Weak
Pnk Apricorn	Weak				Strong
Red Apricorn	Strong	Weak			
Wht Apricorn	Weak	Weak	Weak	Weak	Weak
Ylw Apricorn		Strong	Weak		

Kinds of Aprijuice

Aprijuice	Dominant flavor	Secondary flavor	Effect
Jump Juice	Bitter	Varies	Raises Jump Performance
Power Juice	Spicy	Varies	Raises Power Performance
Skill Juice	Dry	Varies	Raises Skill Performance
Speed Juice	Sweet	Varies	Raises Speed Performance
Stam. Juice	Sour	Varies	Raises Stamina Performance

Accessories

A

Item	How to obtain	Effect
Award Podium	Accessory drawing at the Goldenrod Tunnel	1

B

Item	How to obtain	Effect
Big Leaf	Walking (Route 6, Ilex Forest)	9
Big Scale	Walking (Routes 27 and 48, Olivine City)	9
Big Tree	Accessory drawing at the Goldenrod Tunnel	1
Black Beard	Walking (Sprout Tower, Bell Tower, Dragon's Den)	9
Black Fluff	Walking (Routes 42 and 46, Dark Cave)	9
Black Moustache	Walking (Sprout Tower, Tohjo Falls)	9
Black Pebble	Walking (Dark Cave, Union Cave, Cerulean Cave, Rock Tunnel)	9
Black Specs	Accessory drawing at the Goldenrod Tunnel	9
Blue Balloons	Accessory drawing at the Goldenrod Tunnel	1
Blue Barrette	Accessory drawing at the Goldenrod Tunnel	1
Blue Feather	Walking (Route 37)	9
Blue Flower	Walking (Route 11, National Park)	9
Blue Scale	Walking (Routes 14, 20, and 41, Mahogany Town, Lake of Rage, Fast Ship S.S. Aqua)	9
Brown Fluff	Walking (Route 39)	9

C

Item	How to obtain	Effect
Cape	Accessory drawing at the Goldenrod Tunnel	1
Carpet	Accessory drawing at the Goldenrod Tunnel	1
Chimchar Mask	Talk to Wake on 2F of the Celadon Dept. Store	1
Colored Parasol	Accessory drawing at the Goldenrod Tunnel	1
Confetti	Accessory drawing at the Goldenrod Tunnel	9
Crown	Talk to the girl at Fuchsia City Pal Park with *Pokémon FireRed* inserted in the Game Pak slot	1
Cube Stage	Accessory drawing at the Goldenrod Tunnel	1

D

Item	How to obtain	Effect
Determination	Walking (Ruins of Alph, Team Rocket HQ, Battle Frontier)	9

E

Item	How to obtain	Effect
Eerie Thing	Walking (Ruins of Alph, Victory Road, Union Cave)	9

F

Item	How to obtain	Effect
Flag	Accessory drawing at the Goldenrod Tunnel	1
Flower Stage	Accessory drawing at the Goldenrod Tunnel	1
Fluffy Bed	Accessory drawing at the Goldenrod Tunnel	1

G

Item	How to obtain	Effect
Glass Stage	Accessory drawing at the Goldenrod Tunnel	1
Glitter Boulder	Walking (Route 24)	9
Glitter Powder	Walking (Battle Frontier, Power Plant)	9
Gold Pedestal	Accessory drawing at the Goldenrod Tunnel	1
Googly Specs	Accessory drawing at the Goldenrod Tunnel	9
Gorgeous Specs	Accessory drawing at the Goldenrod Tunnel	9
Green Balloons	Accessory drawing at the Goldenrod Tunnel	1
Green Barrette	Accessory drawing at the Goldenrod Tunnel	1
Green Scale	Walking (Routes 21 and 34)	9

H

Item	How to obtain	Effect
Heroic Headband	Accessory drawing at the Goldenrod Tunnel	1
Humming Note	Accessory drawing at the Goldenrod Tunnel	9

J

Item	How to obtain	Effect
Jagged Boulder	Walking (Mt. Silver, DIGLETT's Cave, Rock Tunnel)	9

L

Item	How to obtain	Effect
Lace Headdress	Accessory drawing at the Goldenrod Tunnel	1

M

Item	How to obtain	Effect
Mini Pebble	Walking (Routes 10 and 26)	9
Mirror Ball	Accessory drawing at the Goldenrod Tunnel	1
Mystic Fire	Walking (Burned Tower, Lighthouse in Olivine City)	9

N

Item	How to obtain	Effect
Narrow Leaf	Walking (Route 7)	9
Narrow Scale	Walking (Route 12, Lake of Rage)	9

O

Item	How to obtain	Effect
Old Umbrella	Accessory drawing at the Goldenrod Tunnel	1
Orange Flower	Walking (Routes 18 and 43, National Park, Ecruteak City)	9
Orange Fluff	Walking (Routes 15 and 36)	9

P

Item	How to obtain	Effect
Peculiar Spoon	Walking (Goldenrod City Radio Tower, Route 25)	9
Photo Board	Accessory drawing at the Goldenrod Tunnel	1
Pink Balloon	Accessory drawing at the Goldenrod Tunnel	1
Pink Barrette	Accessory drawing at the Goldenrod Tunnel	1
Pink Flower	Walking (Route 30, Cherrygrove City)	9
Pink Fluff	Walking (Routes 16 and 33)	9
Pink Scale	Walking (Routes 13, 19, and 40, Azalea Town)	9
Piplup Mask	Talk to Wake on 2F of the Celadon Dept. Store	1
Poison Extract	Walking (Ruins of Alph, Team Rocket HQ, Victory Road, Cerulean Cave)	9
Pretty Dewdrop	Walking (Ilex Forest, Blackthorn, Mt. Silver Cave, Viridian Forest, Fast Ship S.S. Aqua)	9
Professor Hat	Accessory drawing at the Goldenrod Tunnel	1
Puffy Smoke	Walking (Burned Tower, Bell Tower)	9
Purple Scale	Walking (Route 47, Lake of Rage)	9

R

Item	How to obtain	Effect
Red Balloons	Accessory drawing at the Goldenrod Tunnel	1
Red Barrette	Accessory drawing at the Goldenrod Tunnel	1
Red Feather	Walking (Route 38)	9
Red Flower	Walking (Route 35, Ecruteak City)	9
Retro Pipe	Accessory drawing at the Goldenrod Tunnel	1
Round Pebble	Walking (Routes 22, 28, 44, and 45, Mt. Moon)	9

S

Item	How to obtain	Effect
Seashell Shard	Walking (Whirl Islands)	9
Shed Claw	Walking (Mt. Mortar, Whirl Islands)	9
Shed Horn	Walking (Mt. Mortar, Whirl Islands)	9
Shimmering Fire	Walking (Burned Tower, Lighthouse in Olivine City)	9
Shiny Powder	Walking (Goldenrod City Radio Tower, Battle Frontier, Mt. Moon)	9
Silk Veil	Accessory drawing at the Goldenrod Tunnel	1
Small Leaf	Walking (Routes 5 and 8, Cherrygrove City)	9

Item	How to obtain	Effect
Snaggy Pebble	Walking (Mt. Silver, DIGLETT's Cave)	9
Snow Crystal	Walking (Ice Path, Mt. Silver Cave)	9
Sparks	Walking (Lighthouse, Power Plant)	9
Spotlight	Accessory drawing at the Goldenrod Tunnel	1
Spring	Walking (Goldenrod City Radio Tower, Route 25, Power Plant)	9
Standing Mike	Accessory drawing at the Goldenrod Tunnel	1
Stump	Walking (Ilex Forest, Viridian Forest)	9
Surfboard	Accessory drawing at the Goldenrod Tunnel	1
Sweet Candy	Accessory drawing at the Goldenrod Tunnel	9

T

Item	How to obtain	Effect
Thick Mushroom	Walking (Ilex Forest, Viridian Forest)	9
Thin Mushroom	Walking (Ilex Forest, Viridian Forest)	9
Tiara	Talk to the girl at the Fuchsia City Pal Park with *Pokémon LeafGreen* inserted in the Game Pak slot	1
Top Hat	Accessory drawing at the Goldenrod Tunnel	1
Turtwig Mask	Talk to Wake on 2F of the Celadon Department Store	1

W

Item	How to obtain	Effect
Wealthy Coin	Walking (Fast Ship S.S. Aqua, Power Plant)	9
White Beard	Walking (Sprout Tower, Bell Tower, Dragon's Den)	9
White Feather	Walking (Route 4)	9
White Flower	Walking (Routes 9 and 32, National Park)	9
White Fluff	Walking (Route 31)	9
White Moustache	Walking (Sprout Tower, Tohjo Falls)	9

Y

Item	How to obtain	Effect
Yellow Balloon	Accessory drawing at the Goldenrod Tunnel	1
Yellow Barrette	Accessory drawing at the Goldenrod Tunnel	1
Yellow Feather	Walking (Route 3)	9
Yellow Flower	Walking (Routes 1 and 17, Pallet Town, Viridian City, Pewter City, Cerulean City, Lavender Town, Vermilion City, Celadon City, Fuchsia City, Cinnabar Island, Saffron City, Violet City, Ecruteak City)	
Yellow Fluff	Walking (Route 2)	9

Backdrops

Item	How to obtain	Effect
City at Night	Included with the Fashion Case (if not, obtain at the Accessory drawing in the Goldenrod Tunnel)*	1
Cumulus Cloud	Included with the Fashion Case (if not, obtain at the Accessory drawing in the Goldenrod Tunnel)*	1
Desert	Included with the Fashion Case (if not, obtain at the Accessory drawing in the Goldenrod Tunnel)*	1
Dress Up	Included with the Fashion Case	1
Fiery	Included with the Fashion Case (if not, obtain at the Accessory drawing in the Goldenrod Tunnel)*	1
Flower Meadow	Included with the Fashion Case (if not, obtain at the Accessory drawing in the Goldenrod Tunnel)*	1
Future Room	Accessory drawing in the Goldenrod Tunnel (win as a prize)	1
Gingerbread Room	Accessory drawing in the Goldenrod Tunnel (win as a prize)	1
Open Sea	Accessory drawing in the Goldenrod Tunnel (win as a prize)	1
Outer Space	Included with the Fashion Case (if not, obtain at the Accessory drawing in the Goldenrod Tunnel)*	1
Ranch	Included with the Fashion Case (if not, obtain at the Accessory drawing in the Goldenrod Tunnel)*	1
Seafloor	Talk to the girl at the Fuchsia City Pal Park with *Pokémon Sapphire* inserted in the Game Pak slot	1
Sky	Talk to the girl at the Fuchsia City Pal Park with *Pokémon Emerald* inserted in the Game Pak slot	1
Snowy Town	Included with the Fashion Case (if not, obtain at the Accessory drawing in the Goldenrod Tunnel)*	1
Tatami Room	Accessory drawing in the Goldenrod Tunnel (win as a prize)	1
Total Darkness	Accessory drawing in the Goldenrod Tunnel (win as a prize)	1
Underground	Talk to the girl at the Fuchsia City Pal Park with *Pokémon Ruby* inserted in the Game Pak slot	1

* You'll receive two out of these eight backdrops.

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Berries

No.	Name	No. of Berries		Time until 1st growth stage	Time until ripe	Water absorbency	Effect
		Min	Max				
1	Cheri	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Paralysis condition if afflicted.
2	Chesto	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Sleep condition if afflicted.
3	Pecha	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Poison condition if afflicted.
4	Rawst	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Burned condition if afflicted.
5	Aspear	2	5	3 hr	12 hr	Moderately strong	When held, user can cure itself of the Frozen condition if afflicted.
6	Leppa	2	5	4 hr	16 hr	Moderately strong	When held, enables user to restore 10 of its own PP when PP reaches 0.
7	Oran	2	5	4 hr	16 hr	Moderately strong	When held, enables user to restore 10 of its own HP when HP dips under half.
8	Persim	2	5	4 hr	16 hr	Moderately strong	When held, user can cure itself of the Confused condition if afflicted.
9	Lum	2	5	12 hr	48 hr	Moderately weak	When held, user can cure itself of all status conditions.
10	Sitrus	2	5	8 hr	32 hr	Moderately weak	When held, enables user to restore 1/4 of its maximum HP when its HP dips below half.
11	Figy	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. However, if user hates Spicy flavors, it can easily become afflicted with the Confused condition.
12	Wiki	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. However, if user hates Dry flavors, it can easily become afflicted with the Confused condition.
13	Mago	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. However, if user hates Sweet flavors, it can easily become afflicted with the Confused condition.
14	Aguav	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. However, if user hates Bitter flavors, it can easily become afflicted with the Confused condition.
15	Iapapa	2	5	5 hr	20 hr	Average	When held, enables user to restore its own HP when HP dips under half. However, if user hates Sour flavors, it can easily become afflicted with the Confused condition.
16	Razz	2	10	2 hr	8 hr	Strong	—
17	Bluk	2	10	2 hr	8 hr	Strong	—
18	Nanab	2	10	2 hr	8 hr	Strong	—
19	Wepear	2	10	2 hr	8 hr	Strong	—
20	Pinap	2	10	2 hr	8 hr	Strong	—
21	Pomeg	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its HP base stats.
22	Kelpsy	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Attack base stats.
23	Qualot	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Defense base stats.
24	Hondew	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Sp. Attack base stats.
25	Grepa	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Sp. Defense base stats.
26	Tamato	2	5	8 hr	32 hr	Moderately weak	Slightly raises a Pokémon's friendship, but lowers its Speed base stats.
27	Cornn	2	10	6 hr	24 hr	Average	—
28	Magost	2	10	6 hr	24 hr	Average	—
29	Rabuta	2	10	6 hr	24 hr	Average	—
30	Nomel	2	10	6 hr	24 hr	Average	—
31	Spelon	2	15	15 hr	60 hr	Moderately weak	—
32	Pamtre	2	15	15 hr	60 hr	Moderately weak	—

Main locations	Name	No.
Give a Red Shard to the Shards and Berries trader in Violet City/3rd prize at Goldenrod Department Store drawing/Held by Pokémon received in trade from certain Trainers/Obtain on the Pokéwalker/Pal Park prize	Cheri	1
Give a Blue Shard to the Shards and Berries trader in Violet City/3rd prize at Goldenrod Department Store drawing/Obtain on the Pokéwalker/Pal Park prize	Chesto	2
Give a Red Shard to the Shards and Berries trader in Violet City/3rd prize at Goldenrod Department Store drawing/Receive from Floria on Route 36/Ruins of Alph, upper-right entryway 2/Obtain on the Pokéwalker/Pal Park prize	Pecha	3
Give a Green Shard to the Shards and Berries trader in Violet City/3rd prize at Goldenrod Department Store drawing/Obtain on the Poké Walker/Pal Park prize	Rawst	4
Give a Yellow Shard to the Shards and Berries trader in Violet City/3rd prize at Goldenrod Department Store drawing/Obtain on the Pokéwalker/Pal Park prize	Aspear	5
Give a Red Shard to the Shards and Berries trader in Violet City/Ruins of Alph, upper-left entryway 2 and lower-left entryway 2/Obtain on the Pokéwalker/Pal Park prize	Leppa	6
Give a Blue Shard to the Shards and Berries trader in Violet City/3rd prize at Goldenrod Department Store drawing/Receive from Floria on Route 36/Ruins of Alph, upper-right entryway 2/Obtain on the Pokéwalker/Pal Park prize	Oran	7
Give a Red Shard to the Shards and Berries trader in Fuchsia City/3rd prize at Goldenrod Department Store drawing/Held by Pokémon received in trade from certain Trainers/Obtain on the Pokéwalker/Pal Park prize	Persim	8
Give a Green Shard to the Shards and Berries trader in Violet City/Obtain on the Pokéwalker/Pal Park prize	Lum	9
Give a Yellow Shard to the Shards and Berries trader in Violet City/3rd prize in National Park Bug-Catching Contest/Ruins of Alph, lower-right entryway 2/Obtain on the Pokéwalker/Pal Park prize	Sitrus	10
Obtain in a Spin Trade/Pal Park prize	Figy	11
Give a Blue Shard to the Shards and Berries trader in Violet City/Obtain in a Spin Trade/Pal Park prize	Wiki	12
Obtain in a Spin Trade/Pal Park prize	Mago	13
Give a Green Shard to the Shards and Berries trader in Violet City/Obtain in a Spin Trade/Pal Park prize	Aguav	14
Give a Yellow Shard to the Shards and Berries trader in Violet City/Obtain in a Spin Trade/Pal Park prize	Iapapa	15
Give a Red Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Obtain in a Spin Trade/Pal Park prize	Razz	16
Give a Blue Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Obtain in a Spin Trade/Pal Park prize	Bluk	17
Obtain on the Pokéwalker/Obtain in a Spin Trade/Pal Park prize	Nanab	18
Give a Green Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Obtain in a Spin Trade/Pal Park prize	Wepear	19
Give a Yellow Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Obtain in a Spin Trade/Pal Park prize	Pinap	20
Give a Red Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Scratch-Off Cards prize/Pal Park prize	Pomeg	21
Give a Blue Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Scratch-Off Cards prize/Pal Park prize	Kelpsy	22
Obtain on the Pokéwalker/Scratch-Off Cards prize/Pal Park prize	Qualot	23
Give a Green Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Scratch-Off Cards prize/Pal Park prize	Hondew	24
Give a Yellow Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Scratch-Off Cards prize/Pal Park prize	Grepa	25
Obtain on the Pokéwalker/Scratch-Off Cards prize/Pal Park prize	Tamato	26
Give a Blue Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Obtain in a Spin Trade	Cornn	27
Obtain on the Pokéwalker/Obtain in a Spin Trade	Magost	28
Obtain on the Pokéwalker/Obtain in a Spin Trade	Rabuta	29
Give a Yellow Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Obtain in a Spin Trade	Nomel	30
Obtain on the Pokéwalker/Obtain in a Spin Trade	Spelon	31
Obtain on the Pokéwalker	Pamtre	32

	No.	Name	No. of Berries		Time until 1st growth stage	Time until ripe	Water absorbency	Effect
			Min	Max				
	33	Watmel	2	15	15 hr	60 hr	Moderately weak	—
	34	Durin	2	15	15 hr	60 hr	Moderately weak	—
	35	Belue	2	15	15 hr	60 hr	Moderately weak	—
	36	Occa	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Fire-type moves when held.
	37	Passho	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Water-type moves when held.
	38	Wacan	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Electric-type moves when held.
	39	Rindo	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Grass-type moves when held.
	40	Yache	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Ice-type moves when held.
	41	Chople	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Fighting-type moves when held.
	42	Kebia	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Poison-type moves when held.
	43	Shuca	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Ground-type moves when held.
	44	Coba	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Flying-type moves when held.
	45	Payapa	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Psychic-type moves when held.
	46	Tanga	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Bug-type moves when held.
	47	Charti	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Rock-type moves when held.
	48	Kasib	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Ghost-type moves when held.
	49	Haban	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Dragon-type moves when held.
	50	Colbur	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Dark-type moves when held.
	51	Babiri	2	5	18 hr	72 hr	Moderately weak	Halves the damage from supereffective Steel-type moves when held.
	52	Chilan	2	5	18 hr	72 hr	Moderately weak	Halves the damage from Normal-type moves when held.
	53	Liechi	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Attack by 1.
	54	Ganlon	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Defense by 1.
	55	Salac	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Speed by 1.
	56	Petaya	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Sp. Attack by 1.
	57	Apicot	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own Sp. Defense by 1.
	58	Lansat	2	5	24 hr	96 hr	Weak	When held, allows a user with low HP to raise its own critical-hit rate.
	59	Starf	2	5	24 hr	96 hr	Weak	When held, allows user to raise any one of its own stats by 2.
	60	Enigma	2	5	24 hr	96 hr	Moderately weak	When held, allows a user damaged by a supereffective move to restore its own HP.
	61	Micle	2	5	24 hr	96 hr	Moderately weak	When held, raises move accuracy by 20% the turn after the user's HP becomes low.
	62	Custap	2	5	24 hr	96 hr	Moderately weak	When held, lets the user strike first on the turn after the user's HP becomes low.
	63	Jaboca	2	5	24 hr	96 hr	Moderately weak	When held, spreads the damage to a foe when the user is hit by a physical move.
	64	Rowap	2	5	24 hr	96 hr	Moderately weak	When held, spreads the damage to a foe when the user is hit by a special move.

	Main locations	Name	No.	
	Obtain on the Pokéwalker/Obtain in a Spin Trade	Watmel	33	
	Give a Green Shard to the Shards and Berries trader in Fuchsia City/Obtain on the Pokéwalker/Obtain in a Spin Trade	Durin	34	
	Obtain on the Pokéwalker/Obtain in a Spin Trade	Belue	35	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Scratch-Off Card prize	Occa	36	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Held by Pokémon received in trade from certain Trainers/Scratch-Off Card prize	Passho	37	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Held by Pokémon received in trade from certain Trainers/Scratch-Off Card prize	Wacan	38	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Scratch-Off Card prize	Rindo	39	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Scratch-Off Card prize	Yache	40	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Scratch-Off Card prize	Chople	41	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Scratch-Off Card prize	Kebia	42	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Scratch-Off Card prize	Shuca	43	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Scratch-Off Card prize	Coba	44	
	Bought by your mom with money you saved/Obtain on the Pokéwalker/Scratch-Off Card prize	Payapa	45	
	Bought by your mom with money you saved/Scratch-Off Card prize	Tanga	46	
	Bought by your mom with money you saved/Scratch-Off Card prize	Charti	47	
	Bought by your mom with money you saved/Scratch-Off Card prize	Kasib	48	
	Bought by your mom with money you saved/Scratch-Off Card prize	Haban	49	
	Bought by your mom with money you saved/Scratch-Off Card prize	Colbur	50	
	Bought by your mom with money you saved/Scratch-Off Card prize	Babiri	51	
	Bought by your mom with money you saved/Scratch-Off Card prize	Chilan	52	
	Obtain on the Pokéwalker	Liechi	53	
	Obtain on the Pokéwalker	Ganlon	54	
	Obtain on the Pokéwalker	Salac	55	
	Obtain on the Pokéwalker	Petaya	56	
	Obtain on the Pokéwalker	Apicot	57	
	Trade or receive a Pokémon that is holding this item	Lansat	58	
	Trade or receive a Pokémon that is holding this item	Starf	59	
	Trade or receive a Pokémon that is holding this item	Enigma	60	
	Trade or receive a Pokémon that is holding this item	Micle	61	
	Trade or receive a Pokémon that is holding this item	Custap	62	
	Trade or receive a Pokémon that is holding this item	Jaboca	63	
	Trade or receive a Pokémon that is holding this item	Rowap	64	

Seals

Seals are items you apply to Ball Capsules to put your own unique stamp on your Poké Balls. Once you've healed Miltank at the Miltank Farm on Route 39 and received the Seal Case, you can collect tons of Seals by talking each day to the girl in a house in Olivine City.

Pattern Seals

Name	Design	Description	How to obtain
Bubble Seal A	Bubble	A few blue-colored bubbles pop upward.	Receive from a girl in an Olivine City house.
Bubble Seal B	Bubble	Many blue-colored bubbles pop upward.	Receive from a girl in an Olivine City house.
Bubble Seal C	Bubble	A few pink bubbles pop upward.	Receive from a girl in an Olivine City house.
Bubble Seal D	Bubble	Many pink bubbles pop upward.	Receive from a girl in an Olivine City house.
Elec Seal A	Lightning	Yellow lightning sparks upward.	Receive from a girl in an Olivine City house.
Elec Seal B	Lightning	Green lightning sparks upward.	Receive from a girl in an Olivine City house.
Elec Seal C	Lightning	Yellow lightning sparks downward.	Receive from a girl in an Olivine City house.
Elec Seal D	Lightning	Green lightning sparks downward.	Receive from a girl in an Olivine City house.
Fire Seal A	Fire	Small orange flames dance around.	Receive from a girl in an Olivine City house./Receive from a girl at Moomoo Farm on Route 39 (after healing Miltank).
Fire Seal B	Fire	Large orange flames dance around.	Receive from a girl in an Olivine City house.
Fire Seal C	Fire	Small blue flames dance around.	Receive from a girl in an Olivine City house.
Fire Seal D	Fire	Large blue flames dance around.	Receive from a girl in an Olivine City house.
Flora Seal A	Petals	Pink flower petals flutter down.	Receive from a girl in an Olivine City house.
Flora Seal B	Petals	Pink flower petals flutter upward.	Receive from a girl in an Olivine City house.
Flora Seal C	Petals	Purple flower petals flutter down.	Receive from a girl in an Olivine City house./Receive from a girl at Moomoo Farm on Route 39 (after healing Miltank).
Flora Seal D	Petals	Purple flower petals flutter upward.	Receive from a girl in an Olivine City house.
Flora Seal E	Petals	Orange flower petals flutter down.	Receive from a girl in an Olivine City house.
Flora Seal F	Petals	Orange flower petals flutter upward.	Receive from a girl in an Olivine City house.
Heart Seal A	Hearts	Little pink hearts flutter around.	Receive from a girl in an Olivine City house.
Heart Seal B	Hearts	Big pink hearts flutter around.	Receive from a girl in an Olivine City house.
Heart Seal C	Hearts	Little black hearts flutter around.	Receive from a girl in an Olivine City house.
Heart Seal D	Hearts	Big black hearts flutter around.	Receive from a girl in an Olivine City house.
Heart Seal E	Hearts	Little pink hearts float upward.	Receive from a girl in an Olivine City house.
Heart Seal F	Hearts	Big pink hearts float upward.	Receive from a girl in an Olivine City house.
Line Seal A	Lines	White lines scatter around.	Receive from a girl in an Olivine City house.
Line Seal B	Lines	Yellow lines scatter around.	Receive from a girl in an Olivine City house.
Line Seal C	Lines	Black lines scatter around.	Receive from a girl in an Olivine City house.
Line Seal D	Lines	Blue lines scatter around.	Receive from a girl in an Olivine City house.
Party Seal A	Confetti	Red confetti swirls around.	Receive from a girl in an Olivine City house.
Party Seal B	Confetti	Blue confetti swirls around.	Receive from a girl in an Olivine City house./Receive from a girl at Moomoo Farm on Route 39 (after healing Miltank).
Party Seal C	Confetti	Yellow confetti swirls around.	Receive from a girl in an Olivine City house.
Party Seal D	Confetti	White confetti swirls around.	Receive from a girl in an Olivine City house.
Smoke Seal A	Smoke	White smoke puffs upward.	Receive from a girl in an Olivine City house.
Smoke Seal B	Smoke	Black smoke puffs upward.	Receive from a girl in an Olivine City house.
Smoke Seal C	Smoke	White smoke puffs downward.	Receive from a girl in an Olivine City house.
Smoke Seal D	Smoke	Black smoke puffs downward.	Receive from a girl in an Olivine City house.
Song Seal A	Notes	A green treble clef flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal B	Notes	A red quarter note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal C	Notes	An orange quarter note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal D	Notes	A yellow eighth note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal E	Notes	A blue eighth note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal F	Notes	A green half note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.
Song Seal G	Notes	A blue double quarter note flies around the outside of the Capsule.	Receive from a girl in an Olivine City house.

Name	Design	Description	How to obtain
Star Seal A	Stars	Little yellow stars scatter.	Receive from a girl in an Olivine City house.
Star Seal B	Stars	Big yellow stars scatter.	Receive from a girl in an Olivine City house.
Star Seal C	Stars	Little blue stars scatter.	Receive from a girl in an Olivine City house.
Star Seal D	Stars	Big blue stars scatter.	Receive from a girl in an Olivine City house.
Star Seal E	Stars	A small, color-changing starburst.	Receive from a girl in an Olivine City house.
Star Seal F	Stars	A large, color-changing starburst.	Receive from a girl in an Olivine City house.

Alphabet Seals

Name	Design	Description	How to obtain
A Seal	A	Shaped like the letter A	Receive from a girl in an Olivine City house.
B Seal	B	Shaped like the letter B	Receive from a girl in an Olivine City house.
C Seal	C	Shaped like the letter C	Receive from a girl in an Olivine City house.
D Seal	D	Shaped like the letter D	Receive from a girl in an Olivine City house.
E Seal	E	Shaped like the letter E	Receive from a girl in an Olivine City house.
F Seal	F	Shaped like the letter F	Receive from a girl in an Olivine City house.
G Seal	G	Shaped like the letter G	Receive from a girl in an Olivine City house.
H Seal	H	Shaped like the letter H	Receive from a girl in an Olivine City house.
I Seal	I	Shaped like the letter I	Receive from a girl in an Olivine City house.
J Seal	J	Shaped like the letter J	Receive from a girl in an Olivine City house.
K Seal	K	Shaped like the letter K	Receive from a girl in an Olivine City house.
L Seal	L	Shaped like the letter L	Receive from a girl in an Olivine City house.
M Seal	M	Shaped like the letter M	Receive from a girl in an Olivine City house.
N Seal	N	Shaped like the letter N	Receive from a girl in an Olivine City house.
O Seal	O	Shaped like the letter O	Receive from a girl in an Olivine City house.
P Seal	P	Shaped like the letter P	Receive from a girl in an Olivine City house.
Q Seal	Q	Shaped like the letter Q	Receive from a girl in an Olivine City house.
R Seal	R	Shaped like the letter R	Receive from a girl in an Olivine City house.
S Seal	S	Shaped like the letter S	Receive from a girl in an Olivine City house.
T Seal	T	Shaped like the letter T	Receive from a girl in an Olivine City house.
U Seal	U	Shaped like the letter U	Receive from a girl in an Olivine City house.
V Seal	V	Shaped like the letter V	Receive from a girl in an Olivine City house.
W Seal	W	Shaped like the letter W	Receive from a girl in an Olivine City house.
X Seal	X	Shaped like the letter X	Receive from a girl in an Olivine City house.
Y Seal	Y	Shaped like the letter Y	Receive from a girl in an Olivine City house.
Z Seal	Z	Shaped like the letter Z	Receive from a girl in an Olivine City house.
! Seal	!	Shaped like an !	Receive from a girl in an Olivine City house.
? Seal	?	Shaped like a ?	Receive from a girl in an Olivine City house.

How and Where to Meet Powerful Pokémon

How and Where to Meet Powerful Pokémon

National Pokédex No.	Pokémon	Level	Location	Item(s) needed	Pokédex	Conditions to appear
249	Lugia	45	Whirl Island	Silver Wing & Tidal Bell	Johto	Defeat all five Kimono Girls at the Ecruteak Dance Theater. (*Pokémon SoulSilver* only)
249	Lugia	70	Whirl Island	Silver Wing & Tidal Bell	National	Receive the Silver Wing from the old man in Pewter City. (*Pokémon HeartGold* only)
250	Ho-Oh	45	Bell Tower	Rainbow Wing & Clear Bell	Johto	Defeat all 5 Kimono Girls at the Ecruteak Dance Theater. (*Pokémon HeartGold* only)
250	Ho-Oh	70	Bell Tower	Rainbow Wing & Clear Bell	National	Receive the Rainbow Wing from the old man in Pewter City. (*Pokémon SoulSilver* only)
243	Raikou	40	Starts roaming the routes and waterways of Johto once you encounter it at the Burned Tower	—	Johto	Visit B1F of the Burned Tower at Ecruteak City
244	Entei	40	Starts roaming the routes and waterways of Johto once you encounter it at the Burned Tower	—	Johto	Visit B1F of the Burned Tower at Ecruteak City
245	Suicune	40	Route 25	—	National	Encounter on Route 25 after encountering it at the Burned Tower in Ecruteak City, in Cianwood City, on Route 42, in Vermilion City, and on Route 14
185	Sudowoodo	20	Route 36	SquirtBottle	Johto	Use the SquirtBottle to pour water on the odd tree on Route 26
130	Red Gyarados	30	Lake Of Rage	—	Johto	Visit the Lake of Rage and battle the red Gyarados
143	Snorlax	50	Route 11	Pokégear Radio & EXPN Card	National	After loading the EXPN Card into your Pokégear at Lavender Town, wake Snorlax by playing the Poké Flute radio broadcast
131	Lapras	20	Union Cave	—	Johto	Visit Union Cave B2F after winning at Ecruteak Gym (Friday only)
150	Mewtwo	70	Cerulean Cave	—	National	After obtaining eight Kanto Badges, head from Route 25 to the Celadon Cave, and visit B1F
144	Articuno	50	Seafoam Islands	—	National	Visit B4F of the Seafoam Islands
145	Zapdos	50	Route 10	—	National	After obtaining eight Kanto Badges, visit the Power Plant on Route 9
146	Moltres	50	Mt. Silver Cave	—	National	After obtaining eight Kanto Badges, visit Mt. Silver
382	Kyogre	50	Embedded Tower	Blue Orb	National	After defeating Red, talk to Professor Oak in Pallet Town. Then get the Blue Orb from Mr. Pokémon on Route 30, and visit the Embedded Tower on Route 47 out of Cianwood City.
383	Groudon	50	Embedded Tower	Red Orb	National	After defeating Red, talk to Professor Oak in Pallet Town. Then get the Red Orb from Mr. Pokémon on Route 30, and visit the Embedded Tower on Route 47 out of Cianwood City.
384	Rayquaza	50	Embedded Tower	Jade Orb	National	With a Kyogre and Groudon caught in *Pokémon HeartGold* or *SoulSilver* in your party, talk to Professor Oak in Pallet Town and receive the Jade Orb. Then visit the Embedded Tower on Route 47 out of Cianwood City.
380	Latias	35	Starts roaming the routes and waterways of Kanto once you've talked to Steven at Vermilion City	—	National	After getting the lost Poké Doll at the Pokémon Fan Club in Vermilion City, leave and talk to Steven (*Pokémon HeartGold* only)
381	Latios	35	Starts roaming the routes and waterways of Kanto once you've talked to Steven at Vermilion City	—	National	After getting the lost Poké Doll at the Pokémon Fan Club in Vermilion City, leave and talk to Steven (*Pokémon SoulSilver* only)

	Rematch	How to meet it again if you defeat it in battle	How to meet it again if you run from battle	If you lost in battle
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame, then it starts again from the Burned Tower (comes back until you catch it)	Move on to another location	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame, then it starts again from the Burned Tower (comes back until you catch it)	Move on to another location	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame, then it starts again from the Burned Tower (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame. (Appears at the Burned Tower. Comes back until you catch it.)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame, then it appears on Route 12 (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame, then it appears on Route 12 (comes back until you catch it).	Head to meet it again, starting from the nearest Pokémon Center
	Y	Union Cave B2F (Friday only)	Union Cave B2F (Friday only)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Move on to another location	Head to meet it again, starting from the nearest Pokémon Center
	Y	Defeat the Elite Four and Pokémon League Champion, and enter the Hall of Fame (comes back until you catch it)	Move on to another location	Head to meet it again, starting from the nearest Pokémon Center

Pokémon Moves Reverse Lookup



In this section you can look up all the Pokémon that can learn a certain move, searching by move.

- The number in the parentheses is the level at which the Pokémon learns the move.
- The letter "E" in parentheses means it's an Egg Move.
- The names of Deoxys, Wormadam, Rotom, Giratina, and Shaymin are followed by the first letter of the specific form or Forme in parentheses.

A

Move	Pokémon that can learn the move					
Absorb	043 Oddish (1)	044 Gloom (1)	114 Tangela (8)	140 Kabuto (6)	141 Kabutops (1,6)	191 Sunkern (1)
	192 Sunflora (1)	252 Treecko (6)	253 Grovyle (1,6)	254 Sceptile (1,6)	267 Beautifly (1,10)	270 Lotad (5)
	271 Lombre (5)	285 Shroomish (1)	286 Breloom (1)	315 Roselia (1)	331 Cacnea (5)	332 Cacturne (1,5)
	387 Turtwig (9)	388 Grotle (9)	389 Torterra (1,9)	406 Budew (1)	465 Tangrowth (8)	
Acid	023 Ekans (20)	024 Arbok (20)	043 Oddish (9)	044 Gloom (1,9)	069 Bellsprout (23)	070 Weepinbell (23)
	072 Tentacool (12)	073 Tentacruel (12)	331 Cacnea (E)	345 Lileep (8)	346 Cradily (1,8)	
Acid Armor	088 Grimer (39)	089 Muk (44)	134 Vaporeon (64)	218 Slugma (E)	316 Gulpin (E)	489 Phione (31)
	490 Manaphy (31)					
Acupressure	072 Tentacool (E)	084 Doduo (28)	085 Dodrio (28)	213 Shuckle (E)	451 Skorupi (17)	452 Drapion (17)
Aerial Ace	TM40	021 Spearow (17)	022 Fearow (17)	083 Farfetch'd (13)	214 Heracross (13)	276 Taillow (34)
	277 Swellow (38)	278 Wingull (42)	396 Starly (25)	397 Staravia (28)	398 Staraptor (28)	
Aeroblast	249 Lugia (43)					
Agility	015 Beedrill (31)	016 Pidgey (29)	017 Pidgeotto (32)	018 Pidgeot (32)	021 Spearow (25)	022 Fearow (29)
	025 Pikachu (34)	046 Paras (E)	048 Venonat (E)	058 Growlithe (39)	077 Ponyta (33)	078 Rapidash (33)
	083 Farfetch'd (31)	084 Doduo (37)	085 Dodrio (41)	098 Krabby (E)	107 Hitmonchan (6)	116 Horsea (23)
	117 Seadra (23)	118 Goldeen (47)	119 Seaking (56)	123 Scyther (17)	135 Jolteon (64)	137 Porygon (12)
	142 Aerodactyl (17)	144 Articuno (36)	145 Zapdos (43)	146 Moltres (15)	147 Dratini (25)	148 Dragonair (25)
	149 Dragonite (25)	160 Feraligatr (30)	163 Hoothoot (E)	165 Ledyba (30)	166 Ledian (36)	167 Spinarak (33)
	168 Ariados (37)	170 Chinchou (E)	190 Aipom (29,E)	203 Girafarig (14)	206 Dunsparce (E)	207 Gligar (E)
	212 Scizor (17)	215 Sneasel (24)	226 Mantine (19)	227 Skarmory (12)	230 Kingdra (23)	233 Porygon2 (12)
	237 Hitmontop (37)	252 Treecko (31)	253 Grovyle (35)	254 Sceptile (35)	255 Torchic (E)	276 Taillow (43)
	277 Swellow (49)	278 Wingull (37,E)	283 Surskit (31)	291 Ninjask (38)	311 Plusle (44)	312 Minun (44)
	318 Carvanha (36)	319 Sharpedo (45)	333 Swablu (E)	368 Gorebyss (10)	370 Luvdisc (9)	375 Metang (44)
	376 Metagross (44)	386 Deoxys (S) (73)	393 Piplup (E)	396 Starly (33)	397 Staravia (38)	398 Staraptor (41)
	418 Buizel (28)	419 Floatzel (29)	424 Ambipom (29)	427 Buneary (33)	428 Lopunny (33)	441 Chatot (E)
	447 Riolu (E)	451 Skorupi (E)	456 Finneon (E)	458 Mantyke (19)	474 Porygon-Z (12)	
Air Cutter	Taught (for BP)	016 Pidgey (E)	041 Zubat (25)	042 Golbat (27)	083 Farfetch'd (21)	169 Crobat (27)
	227 Skarmory (23)					
Air Slash	006 Charizard (1)	016 Pidgey (49,E)	017 Pidgeotto (57)	018 Pidgeot (62)	041 Zubat (41)	042 Golbat (51)
	083 Farfetch'd (37)	123 Scyther (53)	146 Moltres (50)	163 Hoothoot (29)	164 Noctowl (32)	169 Crobat (51)
	193 Yanma (54)	227 Skarmory (39)	276 Taillow (53)	277 Swellow (61)	278 Wingull (47)	284 Masquerain (47)
	357 Tropius (47)	384 Rayquaza (35)	414 Mothim (41)	468 Togekiss (1)	469 Yanmega (54)	479 Rotom (F)*
	492 Shaymin (S) (64)					
Amnesia	001 Bulbasaur (E)	032 Nidoran♂ (E)	052 Meowth (E)	054 Psyduck (44)	055 Golduck (50)	079 Slowpoke (43)
	080 Slowbro (47)	098 Krabby (E)	108 Lickitung (E)	114 Tangela (E)	143 Snorlax (9)	150 Mewtwo (57)
	151 Mew (60)	161 Sentret (36)	162 Furret (42)	170 Chinchou (E)	173 Cleffa (E)	183 Marill (E)
	187 Hoppip (E)	194 Wooper (23)	195 Quagsire (24)	203 Girafarig (E)	218 Slugma (31)	219 Magcargo (31)
	220 Swinub (49)	221 Piloswine (65)	222 Corsola (E)	273 Seedot (E)	287 Slakoth (25)	289 Slaking (25)
	316 Gulpin (17)	317 Swalot (17)	320 Wailmer (37)	321 Wailord (37)	322 Numel (25)	323 Camerupt (25)
	324 Torkoal (49)	325 Spoink (E)	339 Barboach (18)	340 Whiscash (18)	345 Lileep (29)	346 Cradily (29)
	351 Castform (E)	368 Gorebyss (19)	369 Relicanth (E)	378 Regice (41)	379 Registeel (41)	386 Deoxys (D) (73)
	387 Turtwig (E)	399 Bidoof (29)	400 Bibarel (33)	422 Shellos (E)	446 Munchlax (9)	480 Uxie (46)
Ancient Power	Taught (for BP)	004 Charmander (E)	050 Diglett (E)	098 Krabby (E)	102 Exeggcute (E)	104 Cubone (E)
	114 Tangela (33)	131 Lapras (E)	138 Omanyte (37)	139 Omastar (37)	140 Kabuto (46)	141 Kabutops (54)
	142 Aerodactyl (25)	144 Articuno (29)	145 Zapdos (29)	146 Moltres (29)	151 Mew (50)	152 Chikorita (E)
	158 Totodile (E)	175 Togepi (33)	176 Togetic (33)	193 Yanma (33)	194 Wooper (E)	206 Dunsparce (41,E)
	218 Slugma (26)	219 Magcargo (26)	220 Swinub (E)	221 Piloswine (1)	222 Corsola (32)	231 Phanpy (E)
	246 Larvitar (E)	249 Lugia (57)	250 Ho-Oh (57)	251 Celebi (28)	258 Mudkip (E)	303 Mawile (E)
	318 Carvanha (E)	322 Numel (E)	341 Corphish (E)	343 Baltoy (25)	344 Claydol (25)	345 Lileep (43)
	346 Cradily (36)	347 Anorith (31)	348 Armaldo (31)	352 Kecleon (55)	369 Relicanth (43)	377 Regirock (33)
	378 Regice (33)	379 Registeel (33)	382 Kyogre (45)	383 Groudon (45)	384 Rayquaza (45)	408 Cranidos (28)
	409 Rampardos (28)	410 Shieldon (28)	411 Bastiodon (28)	465 Tangrowth (33)	469 Yanmega (33)	473 Mamoswine (1)
	483 Dialga (10)	484 Palkia (10)	485 Heatran (1)	487 Giratina (A) (10)	487 Giratina (O) (10)	
Aqua Jet	007 Squirtle (E)	055 Golduck (1)	086 Seel (31)	087 Dewgong (31)	140 Kabuto (31)	141 Kabutops (31)
	158 Totodile (E)	183 Marill (E)	211 Qwilfish (E)	318 Carvanha (31)	319 Sharpedo (34)	370 Luvdisc (E)
	395 Empoleon (36)	418 Buizel (21)	419 Floatzel (21)			

*Rotom learns the move upon changing form. When it changes back, it forgets the move (p. 440)

Move	Pokémon that can learn the move					
Aqua Ring	007 Squirtle (E)	086 Seel (23)	087 Dewgong (23)	118 Goldeen (27)	119 Seaking (27)	134 Vaporeon (43)
	170 Chinchou (39)	171 Lanturn (47)	183 Marill (23)	184 Azumarill (27)	222 Corsola (37,E)	226 Mantine (46)
	278 Wingull (E)	320 Wailmer (E)	350 Milotic (49)	363 Spheal (E)	366 Clamperl (E)	368 Gorebyss (24)
	370 Luvdisc (37,E)	382 Kyogre (30)	393 Piplup (E)	456 Finneon (33)	457 Lumineon (35)	458 Mantyke (46)
	489 Phione (54)	490 Manaphy (54)				
Aqua Tail	Taught (for BP)	007 Squirtle (28)	008 Wartortle (32)	009 Blastoise (32)	086 Seel (43)	087 Dewgong (43)
	118 Goldeen (E)	130 Gyarados (35)	147 Dratini (31)	148 Dragonair (33)	149 Dragonite (33)	158 Totodile (41)
	159 Croconaw (48)	160 Feraligatr (58)	183 Marill (37)	184 Azumarill (47)	211 Qwilfish (45)	339 Barboach (35)
	340 Whiscash (39)	350 Milotic (29)	367 Huntail (46)	368 Gorebyss (46)	369 Relicanth (E)	382 Kyogre (65)
	399 Bidoof (E)	456 Finneon (E)	484 Palkia (24)			
Arm Thrust	296 Makuhita (7)	297 Hariyama (1,7)				
Aromatherapy	045 Vileplume (1)	046 Paras (38)	047 Parasect (47)	113 Chansey (E)	152 Chikorita (42,E)	153 Bayleef (50)
	154 Meganium (60)	173 Cleffa (E)	187 Hoppip (E)	315 Roselia (43)	420 Cherubi (E)	440 Happiny (E)
	492 Shaymin (L) (64)					
Assist	052 Meowth (E)	096 Drowzee (E)	161 Sentret (E)	215 Sneasel (E)	300 Skitty (22)	327 Spinda (E)
	390 Chimchar (E)	431 Glameow (29)	432 Purugly (29)			
Assurance	015 Beedrill (34)	019 Rattata (25)	020 Raticate (29)	021 Spearow (29)	022 Fearow (35)	052 Meowth (41)
	053 Persian (49)	056 Mankey (25)	057 Primeape (25)	109 Koffing (15)	110 Weezing (15)	142 Aerodactyl (E)
	197 Umbreon (43)	198 Murkrow (25)	203 Girafarig (28)	227 Skarmory (E)	232 Donphan (31)	246 Larvitar (E)
	261 Poochyena (29)	262 Mightyena (32)	318 Carvanha (26)	319 Sharpedo (26)	336 Seviper (E)	359 Absol (E)
	408 Cranidos (24)	409 Rampardos (24)	431 Glameow (E)	461 Weavile (1)		
Astonish	021 Spearow (E)	041 Zubat (9)	042 Golbat (1,9)	050 Diglett (7,E)	051 Dugtrio (7)	092 Gastly (E)
	169 Crobat (1,9)	190 Aipom (8)	198 Murkrow (1)	200 Misdreavus (10)	203 Girafarig (1)	206 Dunsparce (E)
	211 Qwilfish (E)	234 Stantler (7)	261 Poochyena (E)	270 Lotad (1)	271 Lombre (1)	272 Ludicolo (1)
	293 Whismur (11)	294 Loudred (1,11)	295 Exploud (1,11)	302 Sableye (11)	303 Mawile (1)	320 Wailmer (17)
	321 Wailord (17)	333 Swablu (5)	334 Altaria (1,5)	345 Lileep (1)	346 Cradily (1)	352 Kecleon (1)
	353 Shuppet (E)	355 Duskull (14)	356 Dusclops (14)	358 Chimecho (9)	396 Starly (E)	424 Ambipom (1,8)
	425 Drifloon (6)	426 Drifblim (1,6)	429 Mismagius (1)	430 Honchkrow (1)	433 Chingling (9)	434 Stunky (E)
	453 Croagunk (1)	454 Toxicroak (1)	477 Dusknoir (14)	478 Froslass (1,10)	479 Rotom (1)	
Attack Order	416 Vespiquen (37)					
Attract	TM45	267 Beautifly (31)	300 Skitty (8)	301 Delcatty (1)	350 Milotic (41)	370 Luvdisc (22)
	413 Wormadam (P) (41)	413 Wormadam (S) (41)	413 Wormadam (T) (41)	427 Buneary (E)	431 Glameow (45)	432 Purugly (53)
	456 Finneon (10)	457 Lumineon (1,10)				
Aura Sphere	150 Mewtwo (100)	151 Mew (100)	448 Lucario (37)	468 Togekiss (1)	483 Dialga (37)	484 Palkia (37)
	487 Giratina (A) (37)	487 Giratina (O) (37)				
Aurora Beam	072 Tentacool (E)	086 Seel (27)	087 Dewgong (27)	090 Shellder (32)	091 Cloyster (1)	116 Horsea (E)
	134 Vaporeon (36)	138 Omanyte (E)	140 Kabuto (E)	223 Remoraid (14,E)	224 Octillery (1,14)	225 Delibird (E)
	245 Suicune (29)	363 Spheal (25)	364 Sealeo (25)	365 Walrein (25)	488 Cresselia (29)	
Avalanche	TM72	124 Jynx (33)	238 Smoochum (31)			

B

Move	Pokémon that can learn the move					
Bad Dreams	092 Gastly (43)	093 Haunter (55)	094 Gengar (55)	097 Hypno (1)	491 Darkrai (38)	
Barrage	102 Exeggcute (1)	103 Exeggutor (1)				
Barrier	063 Abra (E)	072 Tentacool (26)	073 Tentacruel (26)	090 Shellder (E)	096 Drowzee (E)	122 Mr. Mime (1)
	150 Mewtwo (8)	151 Mew (40)	222 Corsola (E)	239 Elekid (E)	240 Magby (E)	345 Lileep (E)
	366 Clamperl (E)	439 Mime Jr. (1)	462 Magnezone (1)	471 Glaceon (78)		
Baton Pass	048 Venonat (E)	122 Mr. Mime (46)	123 Scyther (E)	133 Eevee (36)	151 Mew (80)	161 Sentret (39)
	162 Furret (46)	165 Ledyba (22)	166 Ledian (24)	167 Spinarak (E)	175 Togepi (42)	176 Togetic (42)
	190 Aipom (11)	203 Girafarig (23)	207 Gligar (E)	251 Celebi (37)	255 Torchic (E)	283 Surskit (43)
	291 Ninjask (45)	300 Skitty (E)	303 Mawile (31)	307 Meditite (E)	311 Plusle (42)	312 Minun (42)
	313 Volbeat (E)	314 Illumise (E)	327 Spinda (E)	359 Absol (E)	367 Huntail (33)	368 Gorebyss (33)
	418 Buizel (E)	424 Ambipom (11)	425 Drifloon (33)	426 Drifblim (37)	427 Buneary (26)	428 Lopunny (26)
	439 Mime Jr. (46)					
Beat Up	004 Charmander (E)	023 Ekans (E)	029 Nidoran♀ (E)	032 Nidoran♂ (E)	050 Diglett (E)	056 Mankey (E)
	190 Aipom (E)	203 Girafarig (E)	215 Sneasel (38)	228 Houndour (27,E)	229 Houndoom (28)	
Belly Drum	004 Charmander (E)	060 Poliwag (31)	061 Poliwhirl (37)	079 Slowpoke (E)	104 Cubone (E)	108 Lickitung (E)
	143 Snorlax (17)	173 Cleffa (E)	183 Marill (E)	216 Teddiursa (E)	240 Magby (E)	263 Zigzagoon (41)
	264 Linoone (53)	296 Makuhita (25)	297 Hariyama (27)			

B

Move	Pokémon that can learn the move					
Bide	165 Ledyba (E)	172 Pichu (E)	204 Pineco (20)	205 Forretress (20)	206 Dunsparce (E)	213 Shuckle (1)
	214 Heracross (E)	241 Miltank (15)	258 Mudkip (15)	259 Marshtomp (15)	260 Swampert (15)	273 Seedot (1)
	307 Meditite (1)	308 Medicham (1)	361 Snorunt (E)	393 Piplup (22)	394 Prinplup (24)	401 Kricketot (1)
	402 Kricketune (1)	417 Pachirisu (1)				
Bind	095 Onix (1)	114 Tangela (22)	127 Pinsir (4)	208 Steelix (1)	352 Kecleon (4)	356 Dusclops (1)
	455 Carnivine (1)	465 Tangrowth (22)	477 Dusknoir (1)			
Bite	004 Charmander (E)	007 Squirtle (16)	008 Wartortle (16)	009 Blastoise (16)	019 Rattata (10,E)	020 Raticate (10)
	023 Ekans (9)	024 Arbok (1,9)	029 Nidoran♀ (21)	030 Nidorina (23)	041 Zubat (13)	042 Golbat (13)
	052 Meowth (6)	053 Persian (1,6)	058 Growlithe (1)	059 Arcanine (1)	115 Kangaskhan (13)	130 Gyarados (20)
	133 Eevee (29)	134 Vaporeon (29)	136 Flareon (29)	138 Omanyte (7)	139 Omastar (1,7)	142 Aerodactyl (1)
	158 Totodile (13)	159 Croconaw (13)	160 Feraligatr (13)	169 Crobat (13)	206 Dunsparce (E)	209 Snubbull (7)
	210 Granbull (7)	215 Sneasel (E)	220 Swinub (E)	228 Houndour (17)	229 Houndoom (17)	234 Stantler (E)
	243 Raikou (1)	244 Entei (1)	245 Suicune (1)	246 Larvitar (1)	247 Pupitar (1)	248 Tyranitar (1)
	258 Mudkip (E)	261 Poochyena (13)	262 Mightyena (1,13)	294 Loudred (20)	295 Exploud (20)	303 Mawile (11)
	309 Electrike (28)	310 Manectric (30)	318 Carvanha (1)	319 Sharpedo (1)	328 Trapinch (1)	336 Seviper (10)
	359 Absol (28)	361 Snorunt (10)	362 Glalie (1,10)	367 Huntail (6)	371 Bagon (5)	372 Shelgon (1,5)
	373 Salamence (1,5)	387 Turtwig (21)	388 Grotle (22)	389 Torterra (22)	403 Shinx (17)	404 Luxio (18)
	405 Luxray (18)	417 Pachirisu (E)	431 Glameow (E)	447 Riolu (E)	449 Hippopotas (7)	450 Hippowdon (1,7)
	451 Skorupi (1)	452 Drapion (1)	455 Carnivine (7)	471 Glaceon (29)		
Blast Burn	Taught by a person					
Blaze Kick	106 Hitmonlee (41)	257 Blaziken (36)	390 Chimchar (E)	447 Riolu (E)		
Blizzard	TM14	124 Jynx (55)	144 Articuno (71)	220 Swinub (44)	221 Piloswine (56)	238 Smoochum (45)
	245 Suicune (85)	361 Snorunt (46)	362 Glalie (51)	363 Spheal (43)	364 Sealeo (47)	365 Walrein (52)
	459 Snover (41)	460 Abomasnow (47)	471 Glaceon (71)	473 Mamoswine (56)	478 Froslass (51)	479 Rotom (F)*
Block	Taught (for BP)	074 Geodude (E)	079 Slowpoke (E)	095 Onix (E)	143 Snorlax (36)	185 Sudowoodo (22)
	299 Nosepass (19,E)	361 Snorunt (E)	411 Bastiodon (30)	437 Bronzong (33)	438 Bonsly (22)	465 Tangrowth (57)
	476 Probopass (1,19)					
Body Slam	031 Nidoqueen (23)	039 Jigglypuff (29)	058 Growlithe (E)	060 Poliwag (21)	061 Poliwhirl (21)	108 Lickitung (E)
	118 Goldeen (E)	124 Jynx (39)	131 Lapras (18)	143 Snorlax (33)	152 Chikorita (34,E)	153 Bayleef (40)
	154 Meganium (46)	179 Mareep (E)	183 Marill (E)	194 Wooper (E)	218 Slugma (46)	219 Magcargo (52)
	220 Swinub (E)	231 Phanpy (E)	241 Miltank (24)	287 Slakoth (E)	298 Azurill (E)	304 Aron (E)
	317 Swalot (26)	320 Wailmer (E)	322 Numel (E)	324 Torkoal (33)	336 Seviper (E)	341 Corphish (E)
	357 Tropius (37)	363 Spheal (19)	364 Sealeo (19)	365 Walrein (19)	366 Clamperl (E)	382 Kyogre (15)
	387 Turtwig (E)	410 Shieldon (E)	422 Shellos (29)	423 Gastrodon (29)	425 Drifloon (E)	432 Purugly (45)
	443 Gible (E)	446 Munchlax (33)	449 Hippopotas (E)			
Bone Club	104 Cubone (7)	105 Marowak (1,7)				
Bone Rush	104 Cubone (37)	105 Marowak (43)	448 Lucario (19)			
Bonemerang	104 Cubone (21)	105 Marowak (21)				
Bounce	Taught (for BP)	077 Ponyta (42)	078 Rapidash (47)	186 Politoed (37)	187 Hoppip (40)	188 Skiploom (48)
	189 Jumpluff (48)	190 Aipom (E)	226 Mantine (40)	320 Wailmer (44)	321 Wailord (54)	325 Spoink (48)
	326 Grumpig (60)	427 Buneary (46)	428 Lopunny (46)	456 Finneon (45)	457 Lumineon (53)	458 Mantyke (40)
Brave Bird	016 Pidgey (E)	041 Zubat (E)	084 Doduo (E)	198 Murkrow (E)	227 Skarmory (E)	250 Ho-Oh (15)
	257 Blaziken (49)	276 Taillow (E)	396 Starly (37)	397 Staravia (43)	398 Staraptor (49)	
Brick Break	TM31	106 Hitmonlee (17)	127 Pinsir (21)	214 Heracross (19)		
Brine	TM55	086 Seel (33)	087 Dewgong (33)	090 Shellder (44)	098 Krabby (39)	099 Kingler (51)
	116 Horsea (30)	117 Seadra (30)	131 Lapras (37)	138 Omanyte (28)	139 Omastar (28)	211 Qwilfish (33)
	230 Kingdra (30)	297 Hariyama (1)	320 Wailmer (31)	321 Wailord (31)	367 Huntail (28)	393 Piplup (29)
	394 Prinplup (33)	395 Empoleon (33)				
Bubble	007 Squirtle (7)	008 Wartortle (1,7)	009 Blastoise (1,7)	060 Poliwag (5)	061 Poliwhirl (1,5)	098 Krabby (1)
	099 Kingler (1)	116 Horsea (1)	117 Seadra (1)	170 Chinchou (1)	171 Lanturn (1)	222 Corsola (8)
	226 Mantine (1)	230 Kingdra (1)	283 Surskit (1)	284 Masquerain (1)	298 Azurill (10)	341 Corphish (1)
	342 Crawdaunt (1)	393 Piplup (8)	394 Prinplup (8)	395 Empoleon (1,8)	458 Mantyke (1)	489 Phione (1)
	490 Manaphy (1)					
BubbleBeam	060 Poliwag (25,E)	061 Poliwhirl (27)	062 Poliwrath (1)	072 Tentacool (19)	073 Tentacruel (19)	090 Shellder (E)
	098 Krabby (15)	099 Kingler (15)	116 Horsea (18)	117 Seadra (18)	120 Staryu (28)	138 Omanyte (E)
	140 Kabuto (E)	170 Chinchou (28)	171 Lanturn (30)	183 Marill (18)	184 Azumarill (20)	186 Politoed (1)
	211 Qwilfish (E)	222 Corsola (25)	223 Remoraid (19)	224 Octillery (19)	226 Mantine (1,10)	230 Kingdra (18)
	245 Suicune (8)	270 Lotad (25)	271 Lombre (25)	283 Surskit (25)	341 Corphish (20)	342 Crawdaunt (20)
	393 Piplup (18)	394 Prinplup (19)	395 Empoleon (19)	458 Mantyke (10)	489 Phione (24)	490 Manaphy (24)

*Rotom learns the move upon changing form. When it changes back, it forgets the move (p. 440).

Move	Pokémon that can learn the move					
Bug Bite	Taught (for BP)	010 Caterpie (15)	013 Weedle (15)	046 Paras (E)	048 Venonat (E)	165 Ledyba (E)
	168 Ariados (1)	204 Pineco (9)	205 Forretress (1,9)	213 Shuckle (40)	265 Wurmple (15)	283 Surskit (E)
	290 Nincada (E)	291 Ninjask (1)	401 Kricketot (16)	412 Burmy (15)	413 Wormadam (P) (15)	413 Wormadam (S) (15)
	413 Wormadam (T) (15)	414 Mothim (15)	415 Combee (13)	451 Skorupi (34)	452 Drapion (34)	469 Yanmega (1)
Bug Buzz	012 Butterfree (40)	049 Venomoth (59)	123 Scyther (E)	165 Ledyba (41,E)	166 Ledian (53)	193 Yanma (57)
	267 Beautifly (41)	269 Dustox (41)	284 Masquerain (61)	290 Nincada (E)	313 Volbeat (41,E)	314 Illumise (41,E)
	402 Kricketune (46)	414 Mothim (47)	469 Yanmega (57)			
Bulk Up	TM08	256 Combusken (28)	257 Blaziken (28)	383 Groudon (60)		
Bullet Punch	066 Machop (E)	107 Hitmonchan (16)	212 Scizor (1)	236 Tyrogue (E)	296 Makuhita (E)	307 Meditite (E)
	375 Metang (32)	376 Metagross (32)	447 Riolu (E)	453 Croagunk (E)		
Bullet Seed	TM09	102 Exeggcute (17)	187 Hoppip (19)	188 Skiploom (20)	189 Jumpluff (20)	192 Sunflora (21)
	223 Remoraid (27)	224 Octillery (29)	226 Mantine (1)			

C

Move	Pokémon that can learn the move					
Calm Mind	TM04	065 Alakazam (36)	234 Stantler (27)	243 Raikou (78)	244 Entei (78)	245 Suicune (78)
	249 Lugia (93)	250 Ho-Oh (93)	280 Ralts (23)	281 Kirlia (25)	282 Gardevoir (25)	307 Meditite (25)
	308 Medicham (25)	382 Kyogre (60)	392 Infernape (53)			
Camouflage	120 Staryu (19)	414 Mothim (35)				
Captivate	TM78	012 Butterfree (36)	029 Nidoran♀ (43)	030 Nidorina (50)	032 Nidoran♂ (43)	033 Nidorino (50)
	037 Vulpix (37)	052 Meowth (46)	053 Persian (56)	234 Stantler (49)	241 Miltank (35)	282 Gardevoir (53)
	300 Skitty (46)	350 Milotic (25)	368 Gorebyss (28)	370 Luvdisc (40,E)	413 Wormadam (P) (35)	413 Wormadam (S) (35)
	413 Wormadam (T) (35)	416 Vespiquen (33)	431 Glameow (32)	432 Purugly (32)	456 Finneon (26)	457 Lumineon (26)
	478 Froslass (31)					
Charge	100 Voltorb (1)	101 Electrode (1)	145 Zapdos (36)	170 Chinchou (45)	171 Lanturn (57)	172 Pichu (E)
	179 Mareep (23,E)	180 Flaaffy (25)	181 Ampharos (25)	309 Electrike (44)	310 Manectric (54)	311 Plusle (35)
	312 Minun (35)	403 Shinx (9)	404 Luxio (9)	405 Luxray (1,9)	479 Rotom (43)	
Charge Beam	TM57	100 Voltorb (26)	101 Electrode (26)	377 Regirock (49)	378 Regice (49)	379 Registeel (49)
Charm	001 Bulbasaur (E)	029 Nidoran♀ (E)	043 Oddish (E)	052 Meowth (E)	077 Ponyta (E)	133 Eevee (E)
	143 Snorlax (E)	161 Sentret (E)	172 Pichu (1)	173 Cleffa (1)	174 Igglybuff (1)	175 Togepi (1)
	176 Togetic (1)	209 Snubbull (1)	210 Granbull (1)	216 Teddiursa (36)	231 Phanpy (33)	263 Zigzagoon (E)
	280 Ralts (39)	281 Kirlia (45)	285 Shroomish (E)	298 Azurill (2)	300 Skitty (25)	312 Minun (21)
	314 Illumise (9)	360 Wynaut (1)	370 Luvdisc (4)	380 Latias (55)	417 Pachirisu (9)	427 Buneary (43)
	428 Lopunny (43)	431 Glameow (25)	432 Purugly (25)	439 Mime Jr. (E)	440 Happiny (1)	446 Munchlax (E)
	456 Finneon (E)	481 Mesprit (46)	489 Phione (9)	490 Manaphy (9)		
Chatter	441 Chatot (21)					
Clamp	090 Shellder (25)	366 Clamperl (1)				
Close Combat	056 Mankey (49,E)	057 Primeape (59)	066 Machop (E)	106 Hitmonlee (53)	107 Hitmonchan (56)	127 Pinsir (E)
	209 Snubbull (E)	214 Heracross (37)	216 Teddiursa (E)	237 Hitmontop (51)	296 Makuhita (40)	297 Hariyama (52)
	335 Zangoose (53)	391 Monferno (36)	392 Infernape (41)	398 Staraptor (34)	448 Lucario (42)	475 Gallade (53)
Comet Punch	107 Hitmonchan (1)	115 Kangaskhan (1)	165 Ledyba (9)	166 Ledian (1,9)		
Confuse Ray	037 Vulpix (17)	038 Ninetales (1)	041 Zubat (21)	042 Golbat (21)	054 Psyduck (E)	072 Tentacool (E)
	092 Gastly (19)	093 Haunter (19)	094 Gengar (19)	121 Starmie (28)	122 Mr. Mime (E)	126 Magmar (25)
	131 Lapras (7)	140 Kabuto (E)	169 Crobat (21)	170 Chinchou (17)	171 Lanturn (17)	177 Natu (23)
	178 Xatu (23)	197 Umbreon (29)	198 Murkrow (E)	200 Misdreavus (14)	222 Corsola (E)	226 Mantine (37)
	234 Stantler (23)	240 Magby (25)	280 Ralts (E)	292 Shedinja (31)	302 Sableye (46)	313 Volbeat (9)
	325 Spoink (18)	326 Grumpig (18)	345 Lileep (22)	346 Cradily (22)	349 Feebas (E)	353 Shuppet (E)
	355 Duskull (17)	356 Dusclops (17)	366 Clamperl (E)	416 Vespiquen (7)	436 Bronzor (14)	437 Bronzong (14)
	439 Mime Jr. (E)	442 Spiritomb (1)	451 Skorupi (E)	458 Mantyke (37)	467 Magmortar (25)	477 Dusknoir (17)
	478 Froslass (19)	479 Rotom (1)	486 Regigigas (1)			
Confusion	012 Butterfree (1,10)	032 Nidoran♂ (E)	048 Venonat (11)	049 Venomoth (11)	054 Psyduck (18)	055 Golduck (18)
	064 Kadabra (1,16)	065 Alakazam (1,16)	079 Slowpoke (15)	080 Slowbro (15)	096 Drowzee (9)	097 Hypno (1,9)
	102 Exeggcute (27)	103 Exeggutor (1)	114 Tangela (E)	122 Mr. Mime (1)	150 Mewtwo (1)	163 Hoothoot (21)
	164 Noctowl (22)	187 Hoppip (E)	196 Espeon (15)	199 Slowking (15)	203 Girafarig (1)	238 Smoochum (15)
	251 Celebi (1)	269 Dustox (1,10)	280 Ralts (6)	281 Kirlia (1,6)	282 Gardevoir (1,6)	307 Meditite (8)
	308 Medicham (1,8)	337 Lunatone (1)	338 Solrock (1)	343 Baltoy (1)	344 Claydol (1)	358 Chimecho (14)
	368 Gorebyss (6)	375 Metang (1,20)	376 Metagross (1,20)	385 Jirachi (1)	413 Wormadam (P) (23)	413 Wormadam (S) (23)
	413 Wormadam (T) (23)	414 Mothim (23)	433 Chingling (14)	436 Bronzor (1)	437 Bronzong (1)	439 Mime Jr. (1)
	475 Gallade (1,6)	480 Uxie (1)	481 Mesprit (1)	482 Azelf (1)	488 Cresselia (1)	
Constrict	072 Tentacool (8)	073 Tentacruel (1,8)	114 Tangela (1)	138 Omanyte (1)	139 Omastar (1)	167 Spinarak (8)

C

Move	Pokémon that can learn the move					
Constrict (continued)	168 Ariados (1,8)	213 Shuckle (1)	224 Octillery (1,6)	345 Lileep (1)	346 Cradily (1)	425 Drifloon (1)
	426 Drifblim (1)	465 Tangrowth (1)				
Conversion	137 Porygon (1)	233 Porygon2 (1)	474 Porygon-Z (1)			
Conversion 2	137 Porygon (1)	233 Porygon2 (1)	474 Porygon-Z (1)			
Copycat	122 Mr. Mime (4)	173 Cleffa (13)	174 Igglybuff (17)	185 Sudowoodo (1)	238 Smoochum (38)	300 Skitty (18)
	311 Plusle (24)	312 Minun (24)	327 Spinda (10)	438 Bonsly (1)	439 Mime Jr. (4)	440 Happiny (5)
	447 Riolu (29)	481 Mesprit (61)				
Cosmic Power	035 Clefairy (25)	120 Staryu (51)	337 Lunatone (34)	338 Solrock (34)	343 Baltoy (45)	344 Claydol (51)
	385 Jirachi (60)	386 Deoxys (N) (73)	386 Deoxys (A) (73)	493 Arceus (1)		
Cotton Spore	179 Mareep (19)	180 Flaaffy (20)	181 Ampharos (20)	187 Hoppip (28)	188 Skiploom (32)	189 Jumpluff (32)
	315 Roselia (E)	331 Cacnea (49)	332 Cacturne (59)	406 Budew (E)		
Counter	004 Charmander (E)	019 Rattata (E)	027 Sandshrew (E)	029 Nidoran♀ (E)	032 Nidoran♂ (E)	046 Paras (E)
	056 Mankey (E)	066 Machop (E)	107 Hitmonchan (51)	111 Rhyhorn (E)	113 Chansey (E)	115 Kangaskhan (E)
	123 Scyther (E)	143 Snorlax (E)	152 Chikorita (E)	190 Aipom (E)	194 Wooper (E)	202 Wobbuffet (1)
	204 Pineco (E)	207 Gligar (E)	214 Heracross (25)	215 Sneasel (E)	216 Teddiursa (E)	228 Houndour (E)
	231 Phanpy (E)	236 Tyrogue (E)	237 Hitmontop (28)	255 Torchic (E)	258 Mudkip (E)	270 Lotad (E)
	286 Breloom (25)	287 Slakoth (37)	288 Vigoroth (37)	289 Slaking (37)	296 Makuhita (E)	331 Cacnea (E)
	335 Zangoose (E)	360 Wynaut (15)	386 Deoxys (D) (97)	390 Chimchar (E)	410 Shieldon (E)	422 Shellos (E)
	440 Happiny (E)	446 Munchlax (E)	447 Riolu (6)	448 Lucario (6)	453 Croagunk (E)	
Covet	056 Mankey (1)	083 Farfetch'd (E)	133 Eevee (E)	155 Cyndaquil (E)	161 Sentret (E)	173 Cleffa (E)
	174 Igglybuff (E)	190 Aipom (E)	216 Teddiursa (1)	217 Ursaring (1)	261 Poochyena (E)	263 Zigzagoon (29)
	264 Linoone (35)	287 Slakoth (31)	289 Slaking (31)	300 Skitty (36)	314 Illumise (45)	417 Pachirisu (E)
Crabhammer	098 Krabby (41)	099 Kingler (56)	341 Corphish (38)	342 Crawdaunt (44)		
Cross Chop	054 Psyduck (E)	056 Mankey (37)	057 Primeape (41)	066 Machop (37)	067 Machoke (40)	068 Machamp (40)
	216 Teddiursa (E)	239 Elekid (E)	240 Magby (E)	296 Makuhita (E)	447 Riolu (E)	453 Croagunk (E)
Cross Poison	046 Paras (E)	047 Parasect (1)	169 Crobat (1)	207 Gligar (E)	347 Anorith (E)	451 Skorupi (50)
	452 Drapion (58)					
Crunch	004 Charmander (E)	019 Rattata (22)	020 Raticate (24)	024 Arbok (22)	029 Nidoran♀ (37)	030 Nidorina (43)
	058 Growlithe (42,E)	111 Rhyhorn (E)	115 Kangaskhan (31)	142 Aerodactyl (33)	143 Snorlax (44)	158 Totodile (27,E)
	159 Croconaw (30)	160 Feraligatr (32)	203 Girafarig (46)	208 Steelix (46)	209 Snubbull (49,E)	210 Granbull (59)
	216 Teddiursa (E)	228 Houndour (48)	229 Houndoom (54)	243 Raikou (43)	246 Larvitar (37)	247 Pupitar (41)
	248 Tyranitar (41)	252 Treecko (E)	261 Poochyena (53)	295 Exploud (40)	303 Mawile (36)	309 Electrike (E)
	318 Carvanha (28)	319 Sharpedo (28)	328 Trapinch (33)	336 Seviper (28)	341 Corphish (47)	342 Crawdaunt (57)
	361 Snorunt (31)	362 Glalie (31)	365 Walrein (1)	367 Huntail (42)	371 Bagon (46)	372 Shelgon (50)
	373 Salamence (53)	384 Rayquaza (15)	387 Turtwig (37)	388 Grotle (42)	389 Torterra (45)	403 Shinx (33)
	404 Luxio (38)	405 Luxray (42)	408 Cranidos (E)	419 Floatzel (26)	434 Stunky (E)	445 Garchomp (48)
	447 Riolu (E)	449 Hippopotas (31)	450 Hippowdon (31)	451 Skorupi (45)	452 Drapion (49)	455 Carnivine (37)
	485 Heatran (33)					
Crush Claw	027 Sandshrew (E)	028 Sandslash (22)	111 Rhyhorn (E)	115 Kangaskhan (E)	155 Cyndaquil (E)	215 Sneasel (E)
	252 Treecko (E)	255 Torchic (E)	287 Slakoth (E)	335 Zangoose (31)	347 Anorith (55)	348 Armaldo (67)
Crush Grip	486 Regigigas (75)					
Curse	001 Bulbasaur (E)	041 Zubat (E)	074 Geodude (E)	079 Slowpoke (1)	080 Slowbro (1)	083 Farfetch'd (E)
	088 Grimer (E)	092 Gastly (12)	093 Haunter (12)	094 Gengar (12)	095 Onix (38)	102 Exeggcute (E)
	108 Lickitung (E)	109 Koffing (E)	111 Rhyhorn (E)	131 Lapras (E)	133 Eevee (E)	142 Aerodactyl (E)
	143 Snorlax (E)	191 Sunkern (E)	194 Wooper (E)	199 Slowking (1)	200 Misdreavus (E)	206 Dunsparce (E)
	208 Steelix (38)	218 Slugma (E)	220 Swinub (E)	222 Corsola (E)	227 Skarmory (E)	241 Miltank (E)
	246 Larvitar (E)	258 Mudkip (E)	287 Slakoth (E)	304 Aron (E)	309 Electrike (E)	316 Gulpin (E)
	320 Wailmer (E)	324 Torkoal (12)	335 Zangoose (E)	345 Lileep (E)	347 Anorith (E)	353 Shuppet (13)
	354 Banette (1,13)	355 Duskull (30)	356 Dusclops (30)	357 Tropius (E)	358 Chimecho (E)	359 Absol (E)
	363 Spheal (E)	377 Regirock (17)	378 Regice (17)	379 Registeel (17)	387 Turtwig (17)	388 Grotle (17)
	389 Torterra (17)	399 Bidoof (45)	400 Bibarel (53)	408 Cranidos (E)	410 Shieldon (E)	422 Shellos (E)
	433 Chingling (E)	442 Spiritomb (1)	446 Munchlax (E)	449 Hippopotas (E)	477 Dusknoir (30)	
Cut	HM01					

D

Move	Pokémon that can learn the move					
Dark Pulse	TM79	092 Gastly (36)	093 Haunter (44)	094 Gengar (44)	246 Larvitar (28)	247 Pupitar (28)
	248 Tyranitar (28)	430 Honchkrow (55)	442 Spiritomb (49)	448 Lucario (1)	461 Weavile (49)	491 Darkrai (93)
Dark Void	491 Darkrai (66)					

Move	Pokémon that can learn the move					
Defend Order	416 Vespiquen (13)					
Defense Curl	027 Sandshrew (3)	028 Sandslash (1,3)	035 Clefairy (13)	039 Jigglypuff (5)	040 Wigglytuff (1)	074 Geodude (1)
	075 Graveler (1)	076 Golem (1)	095 Onix (E)	108 Lickitung (9)	113 Chansey (31)	143 Snorlax (4)
	155 Cyndaquil (22)	156 Quilava (24)	157 Typhlosion (24)	161 Sentret (4)	162 Furret (1,4)	174 Igglybuff (5)
	183 Marill (2)	184 Azumarill (1,2)	185 Sudowoodo (E)	206 Dunsparce (5)	231 Phanpy (1)	232 Donphan (1)
	233 Porygon2 (1)	241 Miltank (5)	242 Blissey (31)	320 Wailmer (E)	322 Numel (E)	363 Spheal (1)
	399 Bidoof (9,E)	400 Bibarel (9)	417 Pachirisu (E)	427 Buneary (1)	428 Lopunny (1)	438 Bonsly (E)
	446 Munchlax (4)	463 Lickilicky (9)				
Defog						
Destiny Bond	092 Gastly (40)	093 Haunter (50)	094 Gengar (50)	109 Koffing (46,E)	110 Weezing (55)	200 Misdreavus (E)
	202 Wobbuffet (1)	211 Qwilfish (53)	280 Ralts (E)	316 Gulpin (E)	331 Cacnea (57)	332 Cacturne (71)
	353 Shuppet (E)	355 Duskull (E)	360 Wynaut (15)	416 Vespiquen (43)	425 Drifloon (E)	442 Spiritomb (E)
	478 Froslass (59)	487 Giratina (A) (24)	487 Giratina (O) (24)			
Detect	104 Cubone (E)	107 Hitmonchan (46)	133 Eevee (E)	145 Zapdos (15)	193 Yanma (17)	237 Hitmontop (46)
	252 Treecko (41)	253 Grovyle (47)	254 Sceptile (51)	296 Makuhita (E)	302 Sableye (22)	307 Meditite (11)
	308 Medicham (1,11)	335 Zangoose (40)	359 Absol (49)	447 Riolu (E)	448 Lucario (1)	469 Yanmega (17)
	482 Azelf (16)					
Dig	TM28	050 Diglett (18)	051 Dugtrio (18)	098 Krabby (E)	140 Kabuto (E)	206 Dunsparce (45)
	290 Nincada (45)	328 Trapinch (41)	443 Gible (31)	444 Gabite (40)	445 Garchomp (40)	449 Hippopotas (19)
	450 Hippowdon (19)					
Disable	023 Ekans (E)	029 Nidoran♀ (E)	032 Nidoran♂ (E)	037 Vulpix (E)	039 Jigglypuff (13)	040 Wigglytuff (1)
	048 Venonat (1)	049 Venomoth (1)	054 Psyduck (14)	055 Golduck (14)	064 Kadabra (18)	065 Alakazam (18)
	079 Slowpoke (20)	080 Slowbro (20)	086 Seel (E)	088 Grimer (12)	089 Muk (12)	092 Gastly (E)
	096 Drowzee (7)	097 Hypno (1,7)	108 Lickitung (25)	115 Kangaskhan (E)	116 Horsea (E)	150 Mewtwo (1)
	167 Spinarak (E)	199 Slowking (20)	234 Stantler (E)	280 Ralts (E)	327 Spinda (E)	335 Zangoose (E)
	351 Castform (E)	352 Kecleon (E)	353 Shuppet (E)	355 Duskull (6)	356 Dusclops (1,6)	358 Chimecho (E)
	361 Snorunt (E)	425 Drifloon (E)	433 Chingling (E)	463 Lickilicky (25)	477 Dusknoir (1,6)	491 Darkrai (1)
Discharge	025 Pikachu (37)	081 Magnemite (38)	082 Magneton (40)	125 Electabuzz (37)	135 Jolteon (78)	137 Porygon (40)
	145 Zapdos (50)	170 Chinchou (34)	171 Lanturn (40)	179 Mareep (28)	180 Flaaffy (31)	181 Ampharos (34)
	233 Porygon2 (40)	239 Elekid (34)	243 Raikou (57)	299 Nosepass (55)	309 Electrike (41,E)	310 Manectric (49)
	311 Plusle (E)	312 Minun (E)	403 Shinx (41)	404 Luxio (48)	405 Luxray (56)	417 Pachirisu (29)
	462 Magnezone (40)	466 Electivire (37)	474 Porygon-Z (40)	476 Probopass (55)	479 Rotom (50)	
Dive	Taught (for BP)	086 Seel (41)	087 Dewgong (41)	320 Wailmer (41)	321 Wailord (46)	367 Huntail (37)
	368 Gorebyss (37)	369 Relicanth (57)	489 Phione (61)	490 Manaphy (61)		
Dizzy Punch	115 Kangaskhan (25)	241 Miltank (E)	327 Spinda (28)	352 Kecleon (E)	427 Buneary (36)	428 Lopunny (36)
	486 Regigigas (1)					
Doom Desire	385 Jirachi (70)					
Double Hit	084 Doduo (32)	110 Weezing (33)	115 Kangaskhan (43)	123 Scyther (49)	190 Aipom (32)	203 Girafarig (32)
	212 Scizor (49)	215 Sneasel (E)	335 Zangoose (E)	393 Piplup (E)	424 Ambipom (32)	427 Buneary (E)
	473 Mamoswine (33)					
Double Kick	029 Nidoran♀ (9)	030 Nidorina (9)	031 Nidoqueen (1)	032 Nidoran♂ (9)	033 Nidorino (9)	034 Nidoking (1)
	077 Ponyta (E)	104 Cubone (E)	106 Hitmonlee (1)	135 Jolteon (29)	155 Cyndaquil (E)	194 Wooper (E)
	203 Girafarig (E)	234 Stantler (E)	252 Treecko (E)	256 Combusken (16)	257 Blaziken (16)	335 Zangoose (E)
	390 Chimchar (E)					
Double Team	TM32	025 Pikachu (18)	123 Scyther (37)	193 Yanma (11)	276 Taillow (19)	277 Swellow (19)
	280 Ralts (10)	281 Kirlia (1,10)	282 Gardevoir (1,10)	291 Ninjask (20)	313 Volbeat (5)	359 Absol (33)
	361 Snorunt (4)	362 Glalie (1,4)	386 Deoxys (S) (17)	396 Starly (13)	397 Staravia (13)	398 Staraptor (13)
	469 Yanmega (1,11)	475 Gallade (1,10)	478 Froslass (1,4)	479 Rotom (15)	488 Cresselia (1)	491 Darkrai (47)
Double-Edge	001 Bulbasaur (27)	002 Ivysaur (31)	003 Venusaur (31)	019 Rattata (31)	020 Raticate (39)	039 Jigglypuff (49)
	058 Growlithe (E)	074 Geodude (36)	075 Graveler (44)	076 Golem (44)	077 Ponyta (E)	095 Onix (49)
	104 Cubone (43)	105 Marowak (53)	113 Chansey (46)	115 Kangaskhan (E)	143 Snorlax (E)	155 Cyndaquil (46,E)
	156 Quilava (53)	157 Typhlosion (53)	161 Sentret (E)	165 Ledyba (38)	166 Ledian (48)	175 Togepi (46)
	176 Togetic (46)	183 Marill (27)	184 Azumarill (33)	185 Sudowoodo (46)	187 Hoppip (E)	204 Pineco (45,E)
	205 Forretress (55)	207 Gligar (E)	208 Steelix (49)	214 Heracross (E)	216 Teddiursa (E)	220 Swinub (E)
	231 Phanpy (42)	241 Miltank (E)	242 Blissey (46)	258 Mudkip (E)	299 Nosepass (E)	300 Skitty (42)
	304 Aron (43)	305 Lairon (51)	306 Aggron (57)	313 Volbeat (45)	318 Carvanha (E)	320 Wailmer (E)
	322 Numel (51)	327 Spinda (46)	358 Chimecho (33)	359 Absol (E)	369 Relicanth (50)	371 Bagon (55)
	372 Shelgon (61)	373 Salamence (70)	382 Kyogre (80)	385 Jirachi (40)	387 Turtwig (E)	396 Starly (E)
	399 Bidoof (E)	408 Cranidos (E)	410 Shieldon (E)	434 Stunky (E)	438 Bonsly (46)	443 Gible (E)
	446 Munchlax (E)	449 Hippopotas (44)	450 Hippowdon (50)	459 Snover (E)		

D

Move	Pokémon that can learn the move					
DoubleSlap	035 Clefairy (10)	036 Clefable (1)	039 Jigglypuff (21)	040 Wigglytuff (1)	060 Poliwag (15)	061 Poliwhirl (15)
	062 Poliwrath (1)	113 Chansey (16)	122 Mr. Mime (15)	124 Jynx (15)	172 Pichu (E)	186 Politoed (1)
	190 Aipom (E)	242 Blissey (16)	300 Skitty (15)	301 Delcatty (1)	418 Buizel (E)	439 Mime Jr. (15)
Draco Meteor	Taught by a person					
Dragon Claw	TM02	006 Charizard (1)	158 Totodile (E)	330 Flygon (45)	371 Bagon (50)	372 Shelgon (55)
	373 Salamence (61)	443 Gible (27)	444 Gabite (33)	445 Garchomp (33)	483 Dialga (28)	484 Palkia (28)
	487 Giratina (A) (28)	487 Giratina (O) (28)				
Dragon Dance	004 Charmander (E)	116 Horsea (38)	117 Seadra (48)	130 Gyarados (44)	131 Lapras (E)	147 Dratini (45,E)
	148 Dragonair (53)	149 Dragonite (53)	158 Totodile (E)	230 Kingdra (48)	246 Larvitar (E)	334 Altaria (39)
	339 Barboach (E)	341 Corphish (E)	357 Tropius (E)	371 Bagon (E)	381 Latios (55)	384 Rayquaza (60)
Dragon Pulse	TM59	116 Horsea (42)	117 Seadra (57)	230 Kingdra (57)	333 Swablu (45)	334 Altaria (54)
	380 Latias (70)	381 Latios (70)	384 Rayquaza (90)	448 Lucario (47)		
Dragon Rage	004 Charmander (16)	005 Charmeleon (17)	006 Charizard (17)	116 Horsea (E)	130 Gyarados (23)	147 Dratini (15)
	148 Dragonair (15)	149 Dragonite (15)	371 Bagon (E)	443 Gible (7)	444 Gabite (7)	445 Garchomp (1,7)
Dragon Rush	004 Charmander (E)	111 Rhyhorn (E)	147 Dratini (35,E)	148 Dragonair (39)	149 Dragonite (39)	249 Lugia (15)
	304 Aron (E)	333 Swablu (E)	371 Bagon (E)	443 Gible (37)	444 Gabite (49)	445 Garchomp (55)
DragonBreath	095 Onix (33)	116 Horsea (E)	142 Aerodactyl (E)	147 Dratini (E)	208 Steelix (33)	252 Treecko (E)
	329 Vibrava (35)	330 Flygon (35)	334 Altaria (35)	349 Feebas (E)	371 Bagon (31)	372 Shelgon (32)
	373 Salamence (32)	380 Latias (20)	381 Latios (20)	443 Gible (E)	483 Dialga (1)	484 Palkia (1)
	487 Giratina (A) (1)	487 Giratina (O) (1)				
Drain Punch	TM60					
Dream Eater	TM85	092 Gastly (33)	093 Haunter (39)	094 Gengar (39)	163 Hoothoot (49)	164 Noctowl (57)
	280 Ralts (45)	281 Kirlia (53)	282 Gardevoir (65)	316 Gulpin (E)	358 Chimecho (E)	433 Chingling (E)
	442 Spiritomb (19)	491 Darkrai (84)				
Drill Peck	021 Spearow (37)	022 Fearow (47)	084 Doduo (41)	085 Dodrio (47)	145 Zapdos (71)	177 Natu (E)
	198 Murkrow (E)	227 Skarmory (E)	393 Piplup (39)	394 Prinplup (46)	395 Empoleon (52)	
DynamicPunch	062 Poliwrath (43)	066 Machop (46)	067 Machoke (51)	068 Machamp (51)	239 Elekid (E)	240 Magby (E)
	286 Breloom (45)	296 Makuhita (E)	307 Meditite (E)	331 Cacnea (E)	453 Croagunk (E)	

E

Move	Pokémon that can learn the move					
Earth Power	Taught (for BP)	031 Nidoqueen (43)	034 Nidoking (43)	050 Diglett (26)	051 Dugtrio (28)	218 Slugma (56)
	219 Magcargo (66)	222 Corsola (53)	299 Nosepass (79)	322 Numel (35)	323 Camerupt (39)	328 Trapinch (65)
	343 Baltoy (53)	344 Claydol (62)	383 Groudon (65)	476 Probopass (79)	483 Dialga (33)	484 Palkia (33)
	485 Heatran (73)	487 Giratina (A) (33)	487 Giratina (O) (33)	493 Arceus (20)		
Earthquake	TM26	050 Diglett (37)	051 Dugtrio (45)	074 Geodude (29)	075 Graveler (33)	076 Golem (33)
	111 Rhyhorn (49)	112 Rhydon (49)	194 Wooper (33)	195 Quagsire (36)	220 Swinub (37)	221 Piloswine (40)
	232 Donphan (46)	246 Larvitar (41)	247 Pupitar (47)	248 Tyranitar (47)	259 Marshtomp (46)	260 Swampert (52)
	322 Numel (41)	323 Camerupt (49)	324 Torkoal (E)	328 Trapinch (73)	339 Barboach (39)	340 Whiscash (45)
	383 Groudon (35)	389 Torterra (32)	449 Hippopotas (37)	450 Hippowdon (40)	464 Rhyperior (49)	473 Mamoswine (40)
Egg Bomb	103 Exeggutor (27)	113 Chansey (38)	242 Blissey (38)			
Embargo	TM63	228 Houndour (40)	229 Houndoom (44)	261 Poochyena (41)	262 Mightyena (47)	335 Zangoose (27)
	337 Lunatone (31)	338 Solrock (31)	353 Shuppet (38)	354 Banette (42)	461 Weavile (1)	474 Porygon-Z (34)
Ember	004 Charmander (7)	005 Charmeleon (1,7)	006 Charizard (1,7)	037 Vulpix (1)	038 Ninetales (1)	058 Growlithe (6)
	077 Ponyta (10)	078 Rapidash (1,10)	126 Magmar (1,7)	136 Flareon (15)	146 Moltres (1)	155 Cyndaquil (10)
	156 Quilava (10)	157 Typhlosion (1,10)	218 Slugma (8)	219 Magcargo (1,8)	228 Houndour (1)	229 Houndoom (1)
	240 Magby (7)	244 Entei (8)	255 Torchic (10)	256 Combusken (1,13)	257 Blaziken (1,13)	322 Numel (5)
	323 Camerupt (1,5)	324 Torkoal (1)	351 Castform (10)	371 Bagon (25)	372 Shelgon (25)	373 Salamence (25)
	390 Chimchar (7)	391 Monferno (1,7)	392 Infernape (1,7)	467 Magmortar (1,7)		
Encore	035 Clefairy (4)	054 Psyduck (E)	056 Mankey (E)	060 Poliwag (E)	063 Abra (E)	066 Machop (E)
	069 Bellsprout (E)	086 Seel (13,E)	087 Dewgong (13)	122 Mr. Mime (11)	165 Ledyba (E)	172 Pichu (E)
	173 Cleffa (4)	175 Togepi (19)	176 Togetic (19)	187 Hoppip (E)	191 Sunkern (E)	194 Wooper (E)
	213 Shuckle (9)	280 Ralts (E)	287 Slakoth (7)	288 Vigoroth (1,7)	289 Slaking (1,7)	298 Azurill (E)
	311 Plusle (17)	312 Minun (17)	313 Volbeat (E)	314 Illumise (25,E)	316 Gulpin (23)	317 Swalot (23)
	327 Spinda (E)	360 Wynaut (1)	363 Spheal (7)	364 Sealeo (1,7)	365 Walrein (1,7)	390 Chimchar (E)
	427 Buneary (E)	439 Mime Jr. (11)	441 Chatot (E)			
Endeavor	Taught (for BP)	015 Beedrill (40)	019 Rattata (34)	020 Raticate (44)	060 Poliwag (E)	084 Doduo (46,E)
	085 Dodrio (54)	104 Cubone (41)	105 Marowak (49)	114 Tangela (E)	115 Kangaskhan (E)	191 Sunkern (21)
	206 Dunsparce (49)	231 Phanpy (E)	237 Hitmontop (55)	252 Treecko (E)	258 Mudkip (46)	259 Marshtomp (53)
	260 Swampert (61)	276 Taillow (26)	277 Swellow (28)	293 Whismur (E)	304 Aron (E)	341 Corphish (E)
	396 Starly (17)	397 Staravia (18)	398 Staraptor (18)	409 Rampardos (30)		

Move	Pokémon that can learn the move					
Endure	TM58	106 Hitmonlee (45)	115 Kangaskhan (34)	123 Scyther (E)	133 Eevee (E)	140 Kabuto (26)
	141 Kabutops (26)	146 Moltres (22)	214 Heracross (1)	220 Swinub (16)	221 Piloswine (16)	231 Phanpy (28)
	241 Miltank (E)	255 Torchic (E)	288 Vigoroth (25)	290 Nincada (E)	296 Makuhita (37)	297 Hariyama (47)
	324 Torkoal (E)	410 Shieldon (33)	411 Bastiodon (36)	417 Pachirisu (17)	427 Buneary (6)	428 Lopunny (6)
	447 Riolu (1)	473 Mamoswine (16)	480 Uxie (16)			
Energy Ball	TM53	037 Vulpix (E)	252 Treecko (51)	270 Lotad (45)	345 Lileep (50)	346 Cradily (56)
	492 Shaymin (L) (73)	492 Shaymin (S) (73)				
Eruption	155 Cyndaquil (49)	156 Quilava (57)	157 Typhlosion (57)	244 Entei (85)	323 Camerupt (57)	324 Torkoal (E)
	383 Groudon (50)					
Explosion	TM64	074 Geodude (32)	075 Graveler (38)	076 Golem (38)	088 Grimer (E)	092 Gastly (E)
	095 Onix (E)	100 Voltorb (43)	101 Electrode (51)	109 Koffing (37)	110 Weezing (40)	204 Pineco (34)
	205 Forretress (38)	273 Seedot (43)	299 Nosepass (E)	337 Lunatone (56)	338 Solrock (56)	343 Baltoy (71)
	344 Claydol (86)	377 Regirock (1)	378 Regice (1)	379 Registeel (1)	425 Drifloon (43)	426 Drifblim (51)
	434 Stunky (44)	435 Skuntank (52)	482 Azelf (76)			
Extrasensory	037 Vulpix (44,E)	155 Cyndaquil (E)	163 Hoothoot (37)	164 Noctowl (42)	175 Togepi (E)	234 Stantler (E)
	243 Raikou (64)	244 Entei (64)	245 Suicune (64)	249 Lugia (23)	250 Ho-Oh (23)	274 Nuzleaf (49)
	293 Whismur (E)	325 Spoink (E)	358 Chimecho (46)	406 Budew (E)	436 Bronzor (19)	437 Bronzong (19)
	480 Uxie (51)	481 Mesprit (51)	482 Azelf (51)			
Extreme Speed	059 Arcanine (39)	147 Dratini (E)	384 Rayquaza (75)	386 Deoxys (S) (97)	448 Lucario (51)	468 Togekiss (1)
	493 Arceus (40)					

F

Move	Pokémon that can learn the move					
Facade	TM42	390 Chimchar (31)				
Faint Attack	016 Pidgey (E)	021 Spearow (E)	037 Vulpix (E)	041 Zubat (E)	050 Diglett (E)	052 Meowth (22)
	053 Persian (22)	084 Doduo (E)	126 Magmar (16)	127 Pinsir (E)	163 Hoothoot (E)	174 Igglybuff (E)
	177 Natu (E)	185 Sudowoodo (25)	193 Yanma (E)	197 Umbreon (36)	198 Murkrow (35,E)	207 Gligar (23)
	209 Snubbull (E)	215 Sneasel (14)	216 Teddiursa (15)	217 Ursaring (15)	228 Houndour (35)	229 Houndoom (38)
	240 Magby (16)	274 Nuzleaf (31)	275 Shiftry (1)	287 Slakoth (19)	289 Slaking (19)	290 Nincada (E)
	296 Makuhita (E)	300 Skitty (29)	302 Sableye (32)	303 Mawile (26)	327 Spinda (14)	328 Trapinch (17)
	329 Vibrava (1,17)	330 Flygon (1,17)	331 Cacnea (29)	332 Cacturne (29)	352 Kecleon (7)	353 Shuppet (28)
	354 Banette (28)	355 Duskull (E)	359 Absol (E)	431 Glameow (17)	432 Purugly (17)	436 Bronzor (41)
	437 Bronzong (50)	438 Bonsly (25)	442 Spiritomb (7)	451 Skorupi (E)	453 Croagunk (17)	454 Toxicroak (17)
	455 Carnivine (27)	461 Weavile (14)	467 Magmortar (16)	472 Gliscor (23)	491 Darkrai (29)	
Fake Out	007 Squirtle (E)	052 Meowth (9)	053 Persian (1,9)	086 Seel (E)	115 Kangaskhan (7)	122 Mr. Mime (E)
	172 Pichu (E)	190 Aipom (E)	215 Sneasel (E)	225 Delibird (E)	236 Tyrogue (1)	238 Smoochum (E)
	271 Lombre (11)	274 Nuzleaf (19)	296 Makuhita (13)	297 Hariyama (13)	300 Skitty (1,E)	301 Delcatty (1)
	302 Sableye (18)	307 Meditite (E)	327 Spinda (E)	352 Kecleon (E)	390 Chimchar (E)	427 Buneary (E)
	431 Glameow (1)	432 Purugly (1)	439 Mime Jr. (E)	453 Croagunk (E)		
Fake Tears	124 Jynx (25)	133 Eevee (E)	173 Cleffa (E)	174 Igglybuff (E)	216 Teddiursa (1,E)	217 Ursaring (1)
	238 Smoochum (25)	285 Shroomish (E)	298 Azurill (E)	300 Skitty (E)	303 Mawile (6)	311 Plusle (21,31)
	312 Minun (31)	417 Pachirisu (E)	427 Buneary (E)	431 Glameow (E)	438 Bonsly (1)	
False Swipe	TM54	021 Spearow (E)	046 Paras (E)	083 Farfetch'd (45)	104 Cubone (27)	105 Marowak (27)
	123 Scyther (13)	127 Pinsir (E)	212 Scizor (13)	214 Heracross (E)	253 Grovyle (53)	254 Sceptile (59)
	273 Seedot (E)	285 Shroomish (E)	290 Nincada (25)	303 Mawile (E)	335 Zangoose (44)	475 Gallade (45)
Feather Dance	016 Pidgey (25)	017 Pidgeotto (27)	018 Pidgeot (27)	021 Spearow (E)	083 Farfetch'd (E)	163 Hoothoot (E)
	177 Natu (E)	198 Murkrow (E)	255 Torchic (E)	333 Swablu (E)	393 Piplup (E)	396 Starly (E)
	441 Chatot (41)					
Feint	025 Pikachu (29)	052 Meowth (54)	053 Persian (68)	083 Farfetch'd (43)	106 Hitmonlee (25)	107 Hitmonchan (21)
	123 Scyther (61)	127 Pinsir (E)	141 Kabutops (1)	193 Yanma (E)	207 Gligar (E)	212 Scizor (61)
	214 Heracross (49)	227 Skarmory (20)	228 Houndour (E)	237 Hitmontop (33)	239 Elekid (E)	255 Torchic (E)
	296 Makuhita (E)	302 Sableye (E)	307 Meditite (22)	308 Medicham (22)	319 Sharpedo (1)	328 Trapinch (81)
	352 Kecleon (14)	359 Absol (1)	391 Monferno (26)	392 Infernape (29)	434 Stunky (18)	435 Skuntank (18)
	447 Riolu (15)	448 Lucario (15)	453 Croagunk (E)	469 Yanmega (38)	475 Gallade (39)	
Fire Blast	TM38	037 Vulpix (47)	077 Ponyta (37)	078 Rapidash (37)	126 Magmar (54)	136 Flareon (71)
	240 Magby (46)	244 Entei (71)	250 Ho-Oh (37)	383 Groudon (90)	467 Magmortar (58)	
Fire Fang	004 Charmander (25)	005 Charmeleon (28)	006 Charizard (28)	024 Arbok (1)	058 Growlithe (28)	059 Arcanine (1)
	111 Rhyhorn (E)	136 Flareon (43)	142 Aerodactyl (1)	208 Steelix (1)	209 Snubbull (1,E)	210 Granbull (1)
	228 Houndour (30,E)	229 Houndoom (32)	232 Donphan (1)	244 Entei (50)	248 Tyranitar (1)	261 Poochyena (E)
	295 Exploud (1)	303 Mawile (E)	309 Electrike (E)	310 Manectric (1)	371 Bagon (E)	373 Salamence (1)
	403 Shinx (E)	445 Garchomp (1)	450 Hippowdon (1)	452 Drapion (1)	472 Gliscor (1)	485 Heatran (17)

F

Move	Pokémon that can learn the move					
Fire Punch	Taught (for BP)	063 Abra (E)	066 Machop (E)	092 Gastly (E)	096 Drowzee (E)	107 Hitmonchan (31)
	126 Magmar (28)	149 Dragonite (1)	181 Ampharos (1)	239 Elekid (E)	240 Magby (28)	257 Blaziken (1)
	307 Meditite (E)	308 Medicham (1)	356 Dusclops (1)	390 Chimchar (E)	427 Buneary (E)	466 Electivire (1)
	467 Magmortar (28)	477 Dusknoir (1)	486 Regigigas (1)			
Fire Spin	004 Charmander (37)	005 Charmeleon (43)	006 Charizard (49)	037 Vulpix (34)	058 Growlithe (E)	077 Ponyta (24)
	078 Rapidash (24)	126 Magmar (19)	136 Flareon (36)	146 Moltres (8)	228 Houndour (E)	240 Magby (19)
	244 Entei (22)	255 Torchic (25)	324 Torkoal (17)	338 Solrock (12)	390 Chimchar (33)	391 Monferno (39)
	392 Infernape (45)	467 Magmortar (19)	485 Heatran (57)			
Fissure	050 Diglett (40)	051 Dugtrio (50)	131 Lapras (E)	143 Snorlax (E)	220 Swinub (E)	231 Phanpy (E)
	320 Wailmer (E)	323 Camerupt (67)	324 Torkoal (E)	328 Trapinch (89)	339 Barboach (47)	340 Whiscash (57)
	363 Spheal (E)	383 Groudon (75)	410 Shieldon (E)	413 Wormadam (S) (47)	422 Shellos (E)	449 Hippopotas (50)
	450 Hippowdon (60)					
Flail	007 Squirtle (E)	027 Sandshrew (E)	037 Vulpix (E)	043 Oddish (E)	046 Paras (E)	052 Meowth (E)
	074 Geodude (E)	083 Farfetch'd (E)	084 Doduo (E)	095 Onix (E)	098 Krabby (45,E)	099 Kingler (63)
	114 Tangela (E)	116 Horsea (E)	118 Goldeen (21)	119 Seaking (21)	127 Pinsir (E)	129 Magikarp (30)
	133 Eevee (E)	140 Kabuto (E)	152 Chikorita (E)	158 Totodile (22)	159 Croconaw (24)	160 Feraligatr (24)
	170 Chinchou (9,E)	171 Lanturn (9)	172 Pichu (E)	185 Sudowoodo (1,6)	204 Pineco (E)	206 Dunsparce (53)
	211 Qwilfish (E)	214 Heracross (E)	223 Remoraid (E)	231 Phanpy (6)	232 Donphan (1)	263 Zigzagoon (33)
	270 Lotad (E)	287 Slakoth (43)	289 Slaking (43)	324 Torkoal (52)	327 Spinda (50)	328 Trapinch (E)
	335 Zangoose (E)	339 Barboach (E)	349 Feebas (30)	370 Luvdisc (46)	393 Piplup (E)	413 Wormadam (P) (38)
	413 Wormadam (S) (38)	413 Wormadam (T) (38)	417 Pachirisu (E)	427 Buneary (E)	431 Glameow (E)	438 Bonsly (6)
	456 Finneon (E)	480 Uxie (61)				
Flame Wheel	019 Rattata (E)	058 Growlithe (20)	077 Ponyta (15,E)	078 Rapidash (15)	155 Cyndaquil (19)	156 Quilava (20)
	157 Typhlosion (20)	390 Chimchar (17)	391 Monferno (19)	392 Infernape (21)		
Flamethrower	TM35	004 Charmander (34)	005 Charmeleon (39)	006 Charizard (42)	037 Vulpix (24)	058 Growlithe (34)
	126 Magmar (41)	146 Moltres (36)	155 Cyndaquil (37)	156 Quilava (42)	157 Typhlosion (42)	218 Slugma (53)
	219 Magcargo (61)	228 Houndour (43)	229 Houndoom (48)	240 Magby (37)	244 Entei (36)	255 Torchic (43)
	322 Numel (45)	324 Torkoal (28)	390 Chimchar (41)	435 Skuntank (34)	467 Magmortar (43)	
Flare Blitz	004 Charmander (E)	006 Charizard (66)	037 Vulpix (E)	058 Growlithe (48,E)	077 Ponyta (46)	078 Rapidash (56)
	155 Cyndaquil (E)	240 Magby (E)	256 Combusken (54)	257 Blaziken (66)	391 Monferno (49)	392 Infernape (57)
Flash	TM70	313 Volbeat (1)				
Flash Cannon	TM91	009 Blastoise (1)	379 Registeel (73)	483 Dialga (42)		
Flatter	029 Nidoran♀ (33)	030 Nidorina (38)	032 Nidoran♂ (33)	033 Nidorino (38)	096 Drowzee (E)	179 Mareep (E)
	302 Sableye (E)	314 Illumise (29)	417 Pachirisu (E)	453 Croagunk (45)	454 Toxicroak (54)	
Fling	TM56	057 Primeape (1)	088 Grimer (28)	089 Muk (28)	104 Cubone (33)	105 Marowak (37)
	113 Chansey (27)	190 Aipom (36)	216 Teddiursa (57)	242 Blissey (27)	263 Zigzagoon (45)	264 Linoone (59)
	279 Pelipper (43)	289 Slaking (49)	424 Ambipom (36)	446 Munchlax (36)	461 Weavile (38)	
Fly	HM02	373 Salamence (50)	384 Rayquaza (65)			
Focus Blast	TM52					
Focus Energy	015 Beedrill (13)	019 Rattata (7)	020 Raticate (1,7)	029 Nidoran♀ (E)	032 Nidoran♂ (7)	033 Nidorino (7)
	034 Nidoking (1)	056 Mankey (1)	057 Primeape (1)	066 Machop (7)	067 Machoke (1,7)	068 Machamp (1,7)
	104 Cubone (17)	105 Marowak (17)	106 Hitmonlee (21)	115 Kangaskhan (E)	116 Horsea (14)	117 Seadra (14)
	123 Scyther (5)	127 Pinsir (1)	161 Sentret (E)	212 Scizor (5)	223 Remoraid (23)	224 Octillery (23)
	230 Kingdra (14)	231 Phanpy (E)	237 Hitmontop (6)	246 Larvitar (E)	255 Torchic (7)	256 Combusken (1,7)
	257 Blaziken (1,7)	276 Taillow (4)	277 Swellow (1,4)	288 Vigoroth (1)	296 Makuhita (1)	297 Hariyama (1)
	318 Carvanha (8)	319 Sharpedo (1,8)	322 Numel (15)	323 Camerupt (15)	328 Trapinch (E)	371 Bagon (20)
	372 Shelgon (20)	373 Salamence (20)	390 Chimchar (E)	402 Kricketune (22)	408 Cranidos (6)	409 Rampardos (6)
	410 Shieldon (E)	425 Drifloon (14)	426 Drifblim (14)	434 Stunky (1)	435 Skuntank (1)	
Focus Punch	TM01	288 Vigoroth (43)				
Follow Me	035 Clefairy (16)	161 Sentret (19)	162 Furret (21)	175 Togepi (24)	176 Togetic (24)	447 Riolu (E)
Force Palm	286 Breloom (29)	296 Makuhita (28)	297 Hariyama (32)	307 Meditite (29)	308 Medicham (29)	447 Riolu (11)
	448 Lucario (11)					
Foresight	007 Squirtle (E)	016 Pidgey (E)	048 Venonat (1)	049 Venomoth (1)	054 Psyduck (E)	056 Mankey (E)
	066 Machop (13)	067 Machoke (13)	068 Machamp (13)	083 Farfetch'd (E)	106 Hitmonlee (37)	115 Kangaskhan (E)
	131 Lapras (E)	142 Aerodactyl (E)	155 Cyndaquil (E)	161 Sentret (1)	162 Furret (1)	163 Hoothoot (1)
	164 Noctowl (1)	175 Togepi (E)	193 Yanma (1)	203 Girafarig (E)	215 Sneasel (E)	236 Tyrogue (1)
	258 Mudkip (19)	259 Marshtomp (20)	260 Swampert (20)	283 Surskit (E)	296 Makuhita (E)	300 Skitty (4)
	302 Sableye (4)	307 Meditite (E)	353 Shuppet (E)	355 Duskull (9)	356 Dusclops (9)	396 Starly (E)
	427 Buneary (1)	428 Lopunny (1)	447 Riolu (1)	448 Lucario (1)	469 Yanmega (1)	477 Dusknoir (9)
	486 Regigigas (1)					

Move	Pokémon that can learn the move					
Frenzy Plant	Taught by a person					
Frustration	TM21	427 Buneary (13)				
Fury Attack	015 Beedrill (1,10)	021 Spearow (9)	022 Fearow (1,9)	032 Nidoran♂ (19)	033 Nidorino (20)	078 Rapidash (40)
	083 Farfetch'd (7)	084 Doduo (14)	085 Dodrio (14)	111 Rhyhorn (13)	112 Rhydon (1,13)	118 Goldeen (31)
	119 Seaking (31)	127 Pinsir (E)	214 Heracross (7)	221 Piloswine (33)	227 Skarmory (17)	232 Donphan (25)
	333 Swablu (13)	334 Altaria (13)	393 Piplup (25)	394 Prinplup (28)	395 Empoleon (28)	396 Starly (E)
	441 Chatot (17)	464 Rhyperior (1,13)				
Fury Cutter	Taught (for BP)	027 Sandshrew (25)	028 Sandslash (28)	083 Farfetch'd (1)	123 Scyther (25)	207 Gligar (20)
	212 Scizor (25)	253 Grovyle (16)	291 Ninjask (20)	328 Trapinch (E)	335 Zangoose (14)	347 Anorith (37)
	348 Armaldo (37)	402 Kricketune (10)	416 Vespiquen (9)	418 Buizel (E)	472 Gliscor (20)	475 Gallade (17)
Fury Swipes	019 Rattata (E)	027 Sandshrew (19)	028 Sandslash (19)	029 Nidoran♀ (19)	030 Nidorina (20)	052 Meowth (14)
	053 Persian (14)	054 Psyduck (27)	055 Golduck (27)	056 Mankey (9)	057 Primeape (9)	155 Cyndaquil (E)
	161 Sentret (13)	162 Furret (13)	167 Spinarak (22)	168 Ariados (23)	190 Aipom (18)	215 Sneasel (21)
	216 Teddiursa (8)	217 Ursaring (8)	264 Linoone (29)	271 Lombre (15)	288 Vigoroth (19)	290 Nincada (14)
	291 Ninjask (14)	292 Shedinja (14)	302 Sableye (15)	335 Zangoose (E)	352 Kecleon (10)	390 Chimchar (15)
	391 Monferno (16)	392 Infernape (17)	399 Bidoof (E)	416 Vespiquen (19)	418 Buizel (E)	424 Ambipom (18)
	431 Glameow (20)	432 Purugly (20)	434 Stunky (10)	435 Skuntank (10)	461 Weavile (21)	
Future Sight	054 Psyduck (E)	064 Kadabra (42)	065 Alakazam (42)	079 Slowpoke (E)	096 Drowzee (53)	097 Hypno (69)
	122 Mr. Mime (E)	150 Mewtwo (22)	175 Togepi (E)	177 Natu (36)	178 Xatu (42)	183 Marill (E)
	196 Espeon (43)	203 Girafarig (E)	225 Delibird (E)	249 Lugia (79)	250 Ho-Oh (79)	251 Celebi (64)
	280 Ralts (34)	281 Kirlia (39)	282 Gardevoir (45)	325 Spoink (E)	337 Lunatone (53)	339 Barboach (43)
	340 Whiscash (51)	351 Castform (E)	355 Duskull (46)	356 Dusclops (61)	358 Chimecho (E)	359 Absol (41)
	385 Jirachi (55)	433 Chingling (E)	436 Bronzor (37)	437 Bronzong (43)	439 Mime Jr. (E)	477 Dusknoir (61)
	480 Uxie (36)	481 Mesprit (36)	482 Azelf (36)	488 Cresselia (38)	493 Arceus (60)	

G

Move	Pokémon that can learn the move					
Gastro Acid	Taught (for BP)	023 Ekans (33)	024 Arbok (42)	069 Bellsprout (35)	070 Weepinbell (35)	213 Shuckle (35)
	316 Gulpin (44)	317 Swalot (52)	345 Lileep (36)	346 Cradily (46)		
Giga Drain	TM19	043 Oddish (37)	044 Gloom (47)	046 Paras (33)	047 Parasect (39)	048 Venonat (E)
	187 Hoppip (37)	188 Skiploom (44)	189 Jumpluff (44)	191 Sunkern (41)	252 Treecko (46)	267 Beautifly (38)
	285 Shroomish (37)	315 Roselia (25)	387 Turtwig (41)	388 Grotle (47)	389 Torterra (51)	470 Leafeon (43)
Giga Impact	TM68	128 Tauros (55)	142 Aerodactyl (73)	143 Snorlax (49)	232 Donphan (54)	466 Electivire (67)
	486 Regigigas (100)					
Glare	023 Ekans (12)	024 Arbok (12)	206 Dunsparce (13)	336 Seviper (25)		
Grass Knot	TM86					
GrassWhistle	001 Bulbasaur (E)	152 Chikorita (E)	191 Sunkern (13,E)	192 Sunflora (13)	252 Treecko (E)	315 Roselia (22)
	331 Cacnea (E)	420 Cherubi (E)	459 Snover (13)	460 Abomasnow (13)	470 Leafeon (57)	
Gravity	Taught (for BP)	035 Clefairy (34)	113 Chansey (E)	174 Igglybuff (E)	356 Dusclops (1)	385 Jirachi (45)
	440 Happiny (E)	476 Probopass (1)	477 Dusknoir (1)	493 Arceus (10)		
Growl	001 Bulbasaur (3)	002 Ivysaur (1,3)	003 Venusaur (1,3)	004 Charmander (1)	005 Charmeleon (1)	006 Charizard (1)
	021 Spearow (1)	022 Fearow (1)	025 Pikachu (1)	029 Nidoran♀ (1)	030 Nidorina (1)	035 Clefairy (1)
	050 Diglett (4)	051 Dugtrio (1,4)	052 Meowth (1)	053 Persian (1)	077 Ponyta (1)	078 Rapidash (1)
	079 Slowpoke (6)	080 Slowbro (1,6)	084 Doduo (1)	085 Dodrio (1)	086 Seel (3)	087 Dewgong (1,3)
	104 Cubone (1)	105 Marowak (1)	113 Chansey (1)	131 Lapras (1)	133 Eevee (15)	152 Chikorita (1)
	153 Bayleef (1)	154 Meganium (1)	163 Hoothoot (1)	164 Noctowl (1)	175 Togepi (1)	176 Togetic (1)
	179 Mareep (5)	180 Flaaffy (1,5)	181 Ampharos (1,5)	199 Slowking (6)	200 Misdreavus (1)	203 Girafarig (1)
	231 Phanpy (1)	232 Donphan (1)	241 Miltank (3)	242 Blissey (1)	255 Torchic (1)	256 Combusken (1)
	257 Blaziken (1)	258 Mudkip (1)	259 Marshtomp (1)	260 Swampert (1)	263 Zigzagoon (1)	264 Linoone (1)
	270 Lotad (3)	271 Lombre (3)	272 Ludicolo (1)	276 Taillow (1)	277 Swellow (1)	278 Wingull (1)
	279 Pelipper (1)	280 Ralts (1)	281 Kirlia (1)	282 Gardevoir (1)	300 Skitty (1)	311 Plusle (1)
	312 Minun (1)	320 Wailmer (4)	321 Wailord (1,4)	322 Numel (1)	323 Camerupt (1)	333 Swablu (1)
	334 Altaria (1)	358 Chimecho (6)	363 Spheal (1)	364 Sealeo (1)	365 Walrein (1)	393 Piplup (4)
	394 Prinplup (1,4)	395 Empoleon (1,4)	396 Starly (1)	397 Staravia (1)	398 Staraptor (1)	399 Bidoof (5)
	400 Bibarel (1,5)	401 Kricketot (1)	402 Kricketune (1)	417 Pachirisu (1)	418 Buizel (1)	419 Floatzel (1)
	429 Mismagius (1)	431 Glameow (8)	432 Purugly (1,8)	433 Chingling (6)	441 Chatot (5)	
Growth	001 Bulbasaur (25)	002 Ivysaur (28)	003 Venusaur (28)	046 Paras (27)	047 Parasect (30)	069 Bellsprout (7)
	070 Weepinbell (1,7)	114 Tangela (12)	191 Sunkern (1)	192 Sunflora (1)	273 Seedot (7)	274 Nuzleaf (7)
	285 Shroomish (33)	314 Illumise (E)	315 Roselia (4)	331 Cacnea (9)	332 Cacturne (1,9)	357 Tropius (7)
	387 Turtwig (E)	406 Budew (4)	413 Wormadam (P) (29)	420 Cherubi (7)	421 Cherrim (1,7)	455 Carnivine (1)
	459 Snover (E)	465 Tangrowth (12)	492 Shaymin (L) (1)	492 Shaymin (S) (1)		

G

Move	Pokémon that can learn the move					
Grudge	037 Vulpix (41)	092 Gastly (E)	109 Koffing (E)	200 Misdreavus (46)	280 Ralts (E)	292 Shedinja (45)
	353 Shuppet (46)	354 Banette (58)	355 Duskull (E)	442 Spiritomb (E)		
Guard Swap	063 Abra (E)	096 Drowzee (E)	122 Mr. Mime (1)	150 Mewtwo (64)	177 Natu (44)	178 Xatu (54)
	197 Umbreon (78)	203 Girafarig (1)	227 Skarmory (E)	303 Mawile (E)	307 Meditite (E)	
Guillotine	098 Krabby (31)	099 Kingler (37)	127 Pinsir (47)	207 Gligar (45)	341 Corphish (53)	342 Crawdaunt (65)
	472 Gliscor (45)					
Gunk Shot	Taught (for BP)	023 Ekans (41)	024 Arbok (56)	088 Grimer (44)	089 Muk (54)	224 Octillery (1)
	316 Gulpin (54)	317 Swalot (66)				
Gust	012 Butterfree (16)	016 Pidgey (9)	017 Pidgeotto (1,9)	018 Pidgeot (1,9)	041 Zubat (E)	049 Venomoth (31)
	083 Farfetch'd (E)	144 Articuno (1)	245 Suicune (22)	249 Lugia (9)	250 Ho-Oh (9)	267 Beautifly (13)
	269 Dustox (13)	278 Wingull (E)	284 Masquerain (22)	290 Nincada (E)	328 Trapinch (E)	357 Tropius (1)
	414 Mothim (26)	415 Combee (1)	416 Vespiquen (1)	425 Drifloon (11)	426 Drifblim (1,11)	456 Finneon (17)
	457 Lumineon (17)					
Gyro Ball	TM74	027 Sandshrew (33)	028 Sandslash (45)	039 Jigglypuff (33)	081 Magnemite (49)	082 Magneton (54)
	100 Voltorb (40)	101 Electrode (46)	109 Koffing (33)	120 Staryu (37)	157 Typhlosion (1)	204 Pineco (42)
	205 Forretress (50)	237 Hitmontop (42)	241 Miltank (41)	436 Bronzor (35)	437 Bronzong (38)	462 Magnezone (54)
	463 Lickilicky (57)					

H

Move	Pokémon that can learn the move					
Hail	TM07	144 Articuno (85)	351 Castform (20)	361 Snorunt (40)	362 Glalie (40)	363 Spheal (31)
	364 Sealeo (31)	365 Walrein (31)	471 Glaceon (64)	473 Mamoswine (25)	478 Froslass (40)	
Hammer Arm	074 Geodude (E)	108 Lickitung (E)	112 Rhydon (42)	115 Kangaskhan (E)	185 Sudowoodo (49)	217 Ursaring (67)
	241 Miltank (E)	260 Swampert (69)	287 Slakoth (E)	289 Slaking (61)	293 Whismur (E)	376 Metagross (45)
	377 Regirock (81)	378 Regice (81)	379 Registeel (81)	383 Groudon (20)	408 Cranidos (E)	464 Rhyperior (42)
Harden	011 Metapod (1,7)	014 Kakuna (1,7)	088 Grimer (4)	089 Muk (1,4)	095 Onix (1)	098 Krabby (11)
	099 Kingler (11)	120 Staryu (1)	127 Pinsir (13)	140 Kabuto (1)	141 Kabutops (1)	185 Sudowoodo (E)
	207 Gligar (9)	208 Steelix (1)	211 Qwilfish (9)	214 Heracross (E)	218 Slugma (16)	219 Magcargo (16)
	222 Corsola (4)	266 Silcoon (1,7)	268 Cascoon (1,7)	273 Seedot (3)	274 Nuzleaf (3)	290 Nincada (1)
	291 Ninjask (1)	292 Shedinja (1)	299 Nosepass (7)	304 Aron (4)	305 Lairon (1,4)	306 Aggron (1,4)
	337 Lunatone (1)	338 Solrock (1)	341 Corphish (7)	342 Crawdaunt (1,7)	343 Baltoy (3)	344 Claydol (1,3)
	347 Anorith (1)	348 Armaldo (1)	369 Relicanth (1)	413 Wormadam (S) (29)	422 Shellos (4)	423 Gastrodon (1,4)
	438 Bonsly (E)	472 Gliscor (1,9)				
Haze	007 Squirtle (E)	023 Ekans (36)	024 Arbok (48)	041 Zubat (37)	042 Golbat (45)	060 Poliwag (E)
	072 Tentacool (E)	084 Doduo (E)	088 Grimer (E)	092 Gastly (E)	098 Krabby (E)	109 Koffing (28)
	110 Weezing (28)	118 Goldeen (E)	134 Vaporeon (57)	138 Omanyte (E)	147 Dratini (E)	169 Crobat (45)
	177 Natu (E)	194 Wooper (43)	195 Quagsire (48)	198 Murkrow (11)	211 Qwilfish (E)	223 Remoraid (E)
	226 Mantine (E)	283 Surskit (37)	333 Swablu (E)	336 Seviper (43)	349 Feebas (E)	425 Drifloon (E)
	430 Honchkrow (1)	434 Stunky (E)	458 Mantyke (E)	491 Darkrai (57)		
Head Smash	032 Nidoran♂ (E)	231 Phanpy (E)	304 Aron (E)	369 Relicanth (78)	408 Cranidos (43)	409 Rampardos (52)
Headbutt	Taught by a person	079 Slowpoke (25)	080 Slowbro (25)	086 Seel (1)	087 Dewgong (1)	096 Drowzee (15,32)
	097 Hypno (15,38)	104 Cubone (11)	105 Marowak (1,11)	185 Sudowoodo (E)	199 Slowking (25)	206 Dunsparce (E)
	209 Snubbull (19)	210 Granbull (19)	226 Mantine (13)	263 Zigzagoon (9)	264 Linoone (1,9)	285 Shroomish (21)
	286 Breloom (21)	304 Aron (11)	305 Lairon (1,11)	306 Aggron (1,11)	309 Electrike (E)	357 Tropius (E)
	361 Snorunt (19)	362 Glalie (19)	371 Bagon (16)	372 Shelgon (1,16)	373 Salamence (1,16)	399 Bidoof (17)
	400 Bibarel (18)	408 Cranidos (1)	409 Rampardos (1)	410 Shieldon (E)	418 Buizel (E)	438 Bonsly (E)
	453 Croagunk (E)	458 Mantyke (13)				
Heal Bell	Taught (for BP)	113 Chansey (E)	209 Snubbull (E)	241 Miltank (48)	251 Celebi (1)	300 Skitty (39)
	358 Chimecho (38)	440 Happiny (E)				
Heal Block	251 Celebi (55)	292 Shedinja (52)	337 Lunatone (42)	338 Solrock (42)	343 Baltoy (61)	344 Claydol (73)
	381 Latios (5)	436 Bronzor (52)	437 Bronzong (67)			
Heal Order	416 Vespiquen (25)					
Healing Wish	035 Clefairy (46)	113 Chansey (42)	242 Blissey (42)	251 Celebi (73)	282 Gardevoir (1)	358 Chimecho (49)
	380 Latias (60)	385 Jirachi (50)	427 Buneary (53)	428 Lopunny (53)	439 Mime Jr. (E)	481 Mesprit (76)
	492 Shaymin (L) (91)					
Heart Swap	490 Manaphy (76)					
Heat Wave	Taught (for BP)	006 Charizard (59)	037 Vulpix (E)	058 Growlithe (45,E)	146 Moltres (64)	218 Slugma (E)
	322 Numel (E)	324 Torkoal (55)	390 Chimchar (E)	485 Heatran (81)		

Move	Pokémon that can learn the move					
Helping Hand	Taught (for BP)	029 Nidoran♀ (25)	030 Nidorina (28)	032 Nidoran♂ (25)	033 Nidorino (28)	058 Growlithe (17)
	113 Chansey (E)	133 Eevee (1)	134 Vaporeon (1)	135 Jolteon (1)	136 Flareon (1)	161 Sentret (16)
	162 Furret (17)	187 Hoppip (E)	191 Sunkern (E)	196 Espeon (1)	197 Umbreon (1)	213 Shuckle (E)
	236 Tyrogue (1,E)	241 Miltank (E)	263 Zigzagoon (E)	285 Shroomish (E)	296 Makuhita (E)	300 Skitty (E)
	311 Plusle (10)	312 Minun (10)	313 Volbeat (33)	314 Illumise (33)	380 Latias (10)	381 Latios (10)
	385 Jirachi (15)	390 Chimchar (E)	420 Cherubi (13)	421 Cherrim (13)	440 Happiny (E)	470 Leafeon (1)
	471 Glaceon (1)	475 Gallade (36)				
Hi Jump Kick	106 Hitmonlee (29)	236 Tyrogue (E)	307 Meditite (32)	308 Medicham (32)	447 Riolu (E)	
Hidden Power	TM10	199 Slowking (1)	201 Unown (1)	307 Meditite (15)	308 Medicham (15)	412 Burmy (20)
	413 Wormadam (P) (20)	413 Wormadam (S) (20)	413 Wormadam (T) (20)	414 Mothim (20)	422 Shellos (16)	423 Gastrodon (16)
Horn Attack	032 Nidoran♂ (21)	033 Nidorino (23)	111 Rhyhorn (1)	112 Rhydon (1)	118 Goldeen (11)	119 Seaking (11)
	128 Tauros (8)	214 Heracross (1)	232 Donphan (1)	464 Rhyperior (1)		
Horn Drill	032 Nidoran♂ (45)	033 Nidorino (58)	077 Ponyta (E)	086 Seel (E)	111 Rhyhorn (37)	112 Rhydon (37)
	118 Goldeen (41)	119 Seaking (47)	131 Lapras (E)	464 Rhyperior (37)		
Howl	037 Vulpix (E)	058 Growlithe (E)	155 Cyndaquil (E)	228 Houndour (4)	229 Houndoom (1,4)	261 Poochyena (5)
	262 Mightyena (1,5)	293 Whismur (15)	294 Loudred (1,15)	295 Exploud (1,15)	309 Electrike (12)	310 Manectric (1,12)
	322 Numel (E)	403 Shinx (E)				
Hydro Cannon	Taught by a person					
Hydro Pump	007 Squirtle (40)	008 Wartortle (48)	009 Blastoise (60)	054 Psyduck (48)	055 Golduck (56)	060 Poliwag (38)
	061 Poliwhirl (48)	072 Tentacool (40)	073 Tentacruel (49)	116 Horsea (35)	117 Seadra (40)	118 Goldeen (E)
	120 Staryu (55)	130 Gyarados (41)	131 Lapras (49)	134 Vaporeon (71)	138 Omanyte (52)	139 Omastar (67)
	158 Totodile (48,E)	159 Croconaw (57)	160 Feraligatr (71)	170 Chinchou (42)	171 Lanturn (52)	183 Marill (42)
	184 Azumarill (54)	211 Qwilfish (57)	226 Mantine (49,E)	230 Kingdra (40)	245 Suicune (71)	249 Lugia (37)
	258 Mudkip (42)	271 Lombre (45)	279 Pelipper (57)	283 Surskit (E)	318 Carvanha (E)	320 Wailmer (47)
	321 Wailord (62)	339 Barboach (E)	350 Milotic (37)	367 Huntail (51)	368 Gorebyss (51)	369 Relicanth (71)
	371 Bagon (E)	382 Kyogre (90)	393 Piplup (43,E)	394 Prinplup (51)	395 Empoleon (59)	458 Mantyke (49,E)
	479 Rotom (W)*	484 Palkia (42)				
Hyper Beam	TM15	130 Gyarados (47)	142 Aerodactyl (57)	147 Dratini (55)	148 Dragonair (67)	149 Dragonite (73)
	223 Remoraid (45)	224 Octillery (55)	233 Porygon2 (67)	246 Larvitar (50)	247 Pupitar (60)	248 Tyranitar (70)
	295 Exploud (71)	328 Trapinch (57)	329 Vibrava (57)	330 Flygon (57)	344 Claydol (36)	375 Metang (56)
	376 Metagross (71)	377 Regirock (89)	378 Regice (89)	379 Registeel (89)	384 Rayquaza (80)	386 Deoxys (N) (97)
	386 Deoxys (A) (97)	467 Magmortar (67)	474 Porygon-Z (67)	493 Arceus (80)		
Hyper Fang	019 Rattata (16)	020 Raticate (16)	399 Bidoof (21)	400 Bibarel (23)		
Hyper Voice	039 Jigglypuff (45)	161 Sentret (47)	162 Furret (56)	186 Politoed (48)	293 Whismur (45)	294 Loudred (57)
	295 Exploud (63)	384 Rayquaza (20)	441 Chatot (45)	493 Arceus (30)		
Hypnosis	037 Vulpix (E)	041 Zubat (E)	052 Meowth (E)	054 Psyduck (E)	060 Poliwag (8)	061 Poliwhirl (1,8)
	062 Poliwrath (1)	077 Ponyta (E)	092 Gastly (1)	093 Haunter (1)	094 Gengar (1)	096 Drowzee (1)
	097 Hypno (1)	102 Exeggcute (1)	103 Exeggutor (1)	122 Mr.Mime (E)	163 Hoothoot (5)	164 Noctowl (1,5)
	186 Politoed (1)	193 Yanma (38)	234 Stantler (10)	280 Ralts (43)	281 Kirlia (50)	282 Gardevoir (60)
	327 Spinda (23)	337 Lunatone (12)	349 Feebas (E)	358 Chimecho (E)	425 Drifloon (E)	431 Glameow (13)
	432 Purugly (13)	433 Chingling (E)	436 Bronzor (7)	437 Bronzong (1,7)	439 Mime Jr. (E)	442 Spiritomb (13)
	491 Darkrai (20)					

I

Move	Pokémon that can learn the move					
Ice Ball	060 Poliwag (E)	225 Delibird (E)	258 Mudkip (E)	363 Spheal (13)	364 Sealeo (13)	365 Walrein (13)
Ice Beam	TM13	086 Seel (47)	087 Dewgong (47)	090 Shellder (49)	131 Lapras (32)	144 Articuno (43)
	223 Remoraid (40)	224 Octillery (48)	362 Glalie (37)	378 Regice (73)	382 Kyogre (35)	
Ice Fang	024 Arbok (1)	111 Rhyhorn (E)	130 Gyarados (32)	142 Aerodactyl (1)	158 Totodile (20)	159 Croconaw (21)
	160 Feraligatr (21)	208 Steelix (1)	209 Snubbull (1,E)	210 Granbull (1)	221 Piloswine (28)	245 Suicune (50)
	248 Tyranitar (1)	261 Poochyena (E)	295 Exploud (1)	303 Mawile (E)	309 Electrike (E)	318 Carvanha (16)
	319 Sharpedo (16)	361 Snorunt (28)	362 Glalie (28)	365 Walrein (44)	367 Huntail (24)	403 Shinx (E)
	419 Floatzel (1)	450 Hippowdon (1)	452 Drapion (1)	471 Glaceon (43)	472 Gliscor (1)	473 Mamoswine (28)
Ice Punch	Taught (for BP)	063 Abra (E)	066 Machop (E)	092 Gastly (E)	096 Drowzee (E)	107 Hitmonchan (31)
	124 Jynx (18)	158 Totodile (E)	215 Sneasel (E)	225 Delibird (E)	238 Smoochum (E)	239 Elekid (E)
	307 Meditite (E)	308 Medicham (1)	356 Dusclops (1)	427 Buneary (E)	460 Abomasnow (1)	477 Dusknoir (1)
	486 Regigigas (1)					
Ice Shard	086 Seel (17)	087 Dewgong (17)	090 Shellder (28)	131 Lapras (10)	144 Articuno (15)	215 Sneasel (49,E)
	220 Swinub (28)	225 Delibird (E)	231 Phanpy (E)	361 Snorunt (37)	459 Snover (26)	460 Abomasnow (26)
	471 Glaceon (36)	478 Froslass (37)				

*Rotom learns a move upon changing form. When it changes back, it forgets the move (p. 440).

I

Move	Pokémon that can learn the move					
Icicle Spear	086 Seel (E)	090 Shellder (13,E)	220 Swinub (E)	222 Corsola (E)		
Icy Wind	Taught (for BP)	086 Seel (11)	087 Dewgong (1,11)	140 Kabuto (E)	215 Sneasel (28)	220 Swinub (25)
	221 Piloswine (25)	361 Snorunt (13)	362 Glalie (13)	378 Regice (9)	459 Snover (9)	460 Abomasnow (1,9)
	461 Weavile (28)	471 Glaceon (15)	478 Froslass (13)			
Imprison	037 Vulpix (21)	088 Grimer (E)	200 Misdreavus (E)	234 Stantler (43)	280 Ralts (32)	281 Kirlia (36)
	282 Gardevoir (40)	353 Shuppet (E)	355 Duskull (E)	436 Bronzor (12)	437 Bronzong (1,12)	442 Spiritomb (E)
	480 Uxie (6)	481 Mesprit (6)	482 Azelf (6)			
Ingrain	001 Bulbasaur (E)	043 Oddish (E)	069 Bellsprout (E)	102 Exeggcute (E)	114 Tangela (1)	152 Chikorita (E)
	191 Sunkern (9,E)	192 Sunflora (9)	222 Corsola (E)	315 Roselia (34)	331 Cacnea (25)	332 Cacturne (25)
	345 Lileep (15)	346 Cradily (1,15)	455 Carnivine (21)	459 Snover (31)	460 Abomasnow (31)	465 Tangrowth (1)
Iron Defense	Taught (for BP)	007 Squirtle (34)	008 Wartortle (40)	009 Blastoise (46)	090 Shellder (40)	204 Pineco (39)
	205 Forretress (45)	212 Scizor (37)	246 Larvitar (E)	303 Mawile (41)	304 Aron (18)	305 Lairon (18)
	306 Aggron (18)	324 Torkoal (44)	366 Clamperl (1)	375 Metang (40)	376 Metagross (40)	377 Regirock (41)
	379 Registeel (41)	386 Deoxys (D) (73)	410 Shieldon (19)	411 Bastiodon (19)	436 Bronzor (26)	437 Bronzong (26)
	447 Riolu (E)	476 Probopass (1,7)				
Iron Head	Taught (for BP)	104 Cubone (E)	142 Aerodactyl (49)	212 Scizor (53)	246 Larvitar (E)	303 Mawile (56)
	304 Aron (29,E)	305 Lairon (29)	306 Aggron (29)	379 Registeel (73)	410 Shieldon (43)	411 Bastiodon (52)
	413 Wormadam (T) (47)	443 Gible (E)	485 Heatran (65)			
Iron Tail	TM23	095 Onix (41)	208 Steelix (41)	304 Aron (39)	305 Lairon (45)	306 Aggron (48)

J

Move	Pokémon that can learn the move		
Judgment	493 Arceus (100)		
Jump Kick	106 Hitmonlee (13)	427 Buneary (23)	428 Lopunny (23)

K

Move	Pokémon that can learn the move					
Karate Chop	056 Mankey (13)	057 Primeape (13)	066 Machop (10)	067 Machoke (10)	068 Machamp (10)	239 Elekid (E)
	240 Magby (E)					
Kinesis	064 Kadabra (1)	065 Alakazam (1)				
Knock Off	Taught (for BP)	063 Abra (E)	069 Bellsprout (27)	070 Weepinbell (27)	072 Tentacool (E)	083 Farfetch'd (9)
	098 Krabby (E)	108 Lickitung (13)	114 Tangela (36)	138 Omanyte (E)	140 Kabuto (E)	165 Ledyba (E)
	207 Gligar (12)	213 Shuckle (E)	232 Donphan (10)	278 Wingull (E)	296 Makuhita (19)	297 Hariyama (19)
	302 Sableye (29)	341 Corphish (26,E)	342 Crawdaunt (26)	347 Anorith (E)	353 Shuppet (1)	354 Banette (1)
	386 Deoxys (N) (25)	386 Deoxys (D) (25)	386 Deoxys (S) (25)	451 Skorupi (6)	452 Drapion (1,6)	463 Lickilicky (13)
	465 Tangrowth (36)	472 Gliscor (1,12)	486 Regigigas (1)			

L

Move	Pokémon that can learn the move					
Last Resort	Taught (for BP)	019 Rattata (E)	052 Meowth (E)	133 Eevee (50)	134 Vaporeon (50)	135 Jolteon (50)
	136 Flareon (50)	161 Sentret (E)	174 Igglybuff (E)	175 Togepi (51)	176 Togetic (51)	190 Aipom (43)
	196 Espeon (50)	197 Umbreon (50)	231 Phanpy (37)	255 Torchic (E)	300 Skitty (E)	311 Plusle (48)
	385 Jirachi (65)	417 Pachirisu (37)	424 Ambipom (43)	433 Chingling (22)	440 Happiny (E)	446 Munchlax (49)
	470 Leafeon (50)	471 Glaceon (50)	482 Azelf (61)			
Lava Plume	126 Magmar (36)	136 Flareon (78)	155 Cyndaquil (31)	156 Quilava (35)	157 Typhlosion (35)	218 Slugma (38)
	219 Magcargo (40)	240 Magby (34)	244 Entei (57)	322 Numel (31)	323 Camerupt (31)	324 Torkoal (39)
	383 Groudon (15)	467 Magmortar (37)	485 Heatran (49)			
Leaf Blade	071 Victreebel (47)	083 Farfetch'd (E)	182 Bellossom (1)	253 Grovyle (29)	254 Sceptile (29)	357 Tropius (E)
	470 Leafeon (71)	475 Gallade (1)				
Leaf Storm	001 Bulbasaur (E)	071 Victreebel (47)	102 Exeggcute (E)	103 Exeggutor (47)	114 Tangela (E)	152 Chikorita (E)
	182 Bellossom (53)	192 Sunflora (43)	251 Celebi (82)	252 Treecko (E)	253 Grovyle (59)	254 Sceptile (67)
	275 Shiftry (49)	315 Roselia (E)	357 Tropius (61,E)	387 Turtwig (45)	388 Grotle (52)	389 Torterra (57)
	406 Budew (E)	413 Wormadam (P) (47)	479 Rotom (M)*	492 Shaymin (S) (91)		
Leech Life	041 Zubat (1)	042 Golbat (1)	046 Paras (11)	047 Parasect (1,11)	048 Venonat (17)	049 Venomoth (17)
	069 Bellsprout (E)	167 Spinarak (12)	168 Ariados (12)	169 Crobat (1)	193 Yanma (E)	290 Nincada (5)
	291 Ninjask (1,5)	292 Shedinja (5)	402 Kricketune (14)			
Leech Seed	001 Bulbasaur (7)	002 Ivysaur (1,7)	003 Venusaur (1,7)	102 Exeggcute (11)	114 Tangela (E)	152 Chikorita (E)
	187 Hoppip (22)	188 Skiploom (24)	189 Jumpluff (24)	191 Sunkern (17,E)	192 Sunflora (17)	251 Celebi (1)
	252 Treecko (E)	270 Lotad (E)	273 Seedot (E)	285 Shroomish (13)	286 Breloom (1,13)	315 Roselia (16)
	331 Cacnea (13)	332 Cacturne (13)	357 Tropius (E)	387 Turtwig (29)	388 Grotle (32)	389 Torterra (33)
	420 Cherubi (10)	421 Cherrim (10)	455 Carnivine (E)	459 Snover (E)	492 Shaymin (L) (19)	492 Shaymin (S) (19)

*Rotom learns the move upon changing form. When it changes back, it forgets the move (p. 440).

Move	Pokémon that can learn the move					
Leer	021 Spearow (5)	022 Fearow (1,5)	023 Ekans (1)	024 Arbok (1)	032 Nidoran♂ (1)	033 Nidorino (1)
	056 Mankey (1)	057 Primeape (1)	058 Growlithe (9)	066 Machop (1)	067 Machoke (1)	068 Machamp (1)
	083 Farfetch'd (1)	090 Shellder (20)	098 Krabby (9)	099 Kingler (9)	104 Cubone (13)	105 Marowak (13)
	115 Kangaskhan (1)	116 Horsea (8)	117 Seadra (1,8)	123 Scyther (1)	125 Electabuzz (1)	126 Magmar (1)
	130 Gyarados (26)	138 Omanyte (19)	139 Omastar (19)	140 Kabuto (11)	141 Kabutops (1,11)	147 Dratini (1)
	148 Dragonair (1)	149 Dragonite (1)	155 Cyndaquil (1)	156 Quilava (1)	157 Typhlosion (1)	158 Totodile (1)
	159 Croconaw (1)	160 Feraligatr (1)	177 Natu (1)	178 Xatu (1)	212 Scizor (1)	214 Heracross (1)
	215 Sneasel (1)	216 Teddiursa (1)	217 Ursaring (1)	227 Skarmory (1)	228 Houndour (1)	229 Houndoom (1)
	230 Kingdra (1,8)	234 Stantler (3)	239 Elekid (1)	240 Magby (1)	243 Raikou (1)	244 Entei (1)
	245 Suicune (1)	246 Larvitar (1)	247 Pupitar (1)	248 Tyranitar (1)	252 Treecko (1)	253 Grovyle (1)
	254 Sceptile (1)	261 Poochyena (E)	302 Sableye (1)	309 Electrike (9)	310 Manectric (1,9)	318 Carvanha (1)
	319 Sharpedo (1)	331 Cacnea (1)	332 Cacturne (1)	335 Zangoose (1)	341 Corphish (13)	342 Crawdaunt (1,13)
	355 Duskull (1)	356 Dusclops (1)	357 Tropius (1)	359 Absol (4)	361 Snorunt (1)	362 Glalie (1)
	371 Bagon (10)	372 Shelgon (1,10)	373 Salamence (1,10)	386 Deoxys (N) (1)	386 Deoxys (A) (1)	386 Deoxys (D) (1)
	386 Deoxys (S) (1)	390 Chimchar (1)	391 Monferno (1)	392 Infernape (1)	403 Shinx (5)	404 Luxio (1,5)
	405 Luxray (1,5)	408 Cranidos (1,E)	409 Rampardos (1)	434 Stunky (E)	451 Skorupi (1)	452 Drapion (1)
	459 Snover (1)	460 Abomasnow (1)	461 Weavile (1)	466 Electivire (1)	467 Magmortar (1)	475 Gallade (1)
	477 Dusknoir (1)	478 Froslass (1)	485 Heatran (9)			
Lick	086 Seel (E)	088 Grimer (E)	092 Gastly (1)	093 Haunter (1)	094 Gengar (1)	108 Lickitung (1)
	124 Jynx (1,5)	143 Snorlax (12,E)	209 Snubbull (13)	210 Granbull (13)	216 Teddiursa (1)	217 Ursaring (1)
	238 Smoochum (5)	336 Seviper (7)	352 Kecleon (1)	446 Munchlax (12,E)	463 Lickilicky (1)	
Light Screen	TM16	001 Bulbasaur (E)	025 Pikachu (42)	035 Clefairy (40)	046 Paras (E)	054 Psyduck (E)
	066 Machop (E)	100 Voltorb (22)	101 Electrode (22)	113 Chansey (34)	120 Staryu (42)	122 Mr. Mime (22)
	123 Scyther (E)	125 Electabuzz (25)	145 Zapdos (64)	147 Dratini (E)	152 Chikorita (31)	153 Bayleef (36)
	154 Meganium (40)	165 Ledyba (14)	166 Ledian (14)	179 Mareep (37)	180 Flaaffy (42)	181 Ampharos (51)
	183 Marill (E)	239 Elekid (25)	242 Blissey (34)	269 Dustox (31)	349 Feebas (E)	439 Mime Jr. (22)
	466 Electivire (25)					
Lock-On	081 Magnemite (27)	082 Magneton (27)	137 Porygon (45)	223 Remoraid (6)	233 Porygon2 (45)	299 Nosepass (73)
	377 Regirock (57)	378 Regice (57)	379 Registeel (57)	462 Magnezone (27)	474 Porygon-Z (45)	476 Probopass (73)
Lovely Kiss	124 Jynx (1,8)					
Low Kick	Taught (for BP)	056 Mankey (1)	057 Primeape (1)	066 Machop (1)	067 Machoke (1)	068 Machamp (1)
	125 Electabuzz (10)	185 Sudowoodo (1,9)	239 Elekid (10)	331 Cacnea (E)	427 Buneary (E)	438 Bonsly (9)
	447 Riolu (E)	466 Electivire (1,10)				
Lucky Chant	035 Clefairy (28)	043 Oddish (25)	044 Gloom (29)	102 Exeggcute (E)	175 Togepi (E)	177 Natu (12)
	178 Xatu (12)	222 Corsola (28)	238 Smoochum (28)	280 Ralts (17)	281 Kirlia (17)	351 Castform (E)
	370 Luvdisc (17)	420 Cherubi (40)	421 Cherrim (48)	429 Mismagius (1)	481 Mesprit (31)	
Lunar Dance	488 Cresselia (84)					
Luster Purge	381 Latios (35)					

M

Move	Pokémon that can learn the move					
Mach Punch	107 Hitmonchan (16)	165 Ledyba (17)	166 Ledian (17)	236 Tyrogue (E)	240 Magby (E)	286 Breloom (23)
	391 Monferno (14)	392 Infernape (14)				
Magic Coat	Taught (for BP)	137 Porygon (56)	203 Girafarig (E)	206 Dunsparce (E)	233 Porygon2 (56)	325 Spoink (21)
	326 Grumpig (21)	352 Kecleon (E)	359 Absol (E)	428 Lopunny (1)	474 Porygon-Z (56)	
Magical Leaf	001 Bulbasaur (E)	069 Bellsprout (E)	122 Mr. Mime (1)	152 Chikorita (20)	153 Bayleef (22)	154 Meganium (22)
	173 Cleffa (16)	176 Togetic (1)	182 Bellossom (23)	251 Celebi (19)	252 Treecko (E)	280 Ralts (21)
	281 Kirlia (22)	282 Gardevoir (22)	315 Roselia (19)	331 Cacnea (E)	357 Tropius (31)	407 Roserade (1)
	420 Cherubi (19)	421 Cherrim (19)	429 Mismagius (1)	455 Carnivine (E)	459 Snover (E)	470 Leafeon (36)
	492 Shaymin (L) (10)	492 Shaymin (S) (10)				
Magma Storm	485 Heatran (96)					
Magnet Bomb	081 Magnemite (30)	082 Magneton (30)	462 Magnezone (30)	476 Probopass (1,13)		
Magnet Rise	Taught (for BP)	081 Magnemite (46)	082 Magneton (50)	100 Voltorb (36)	101 Electrode (40)	137 Porygon (23)
	205 Forretress (62)	233 Porygon2 (23)	375 Metang (1)	376 Metagross (1)	462 Magnezone (50)	474 Porygon-Z (23)
	476 Probopass (1)					
Magnitude	050 Diglett (12)	051 Dugtrio (12)	074 Geodude (15)	075 Graveler (15)	076 Golem (15)	108 Lickitung (E)
	111 Rhyhorn (E)	232 Donphan (19)	299 Nosepass (E)	322 Numel (11)	323 Camerupt (1,11)	339 Barboach (26)
	340 Whiscash (26)	369 Relicanth (E)				

M

Move	Pokémon that can learn the move					
Me First	019 Rattata (E)	079 Slowpoke (E)	108 Lickitung (37)	150 Mewtwo (79)	151 Mew (70)	161 Sentret (42)
	162 Furret (50)	177 Natu (20)	178 Xatu (20)	234 Stantler (53)	261 Poochyena (E)	359 Absol (57,E)
	448 Lucario (29)	453 Croagunk (E)	463 Lickilicky (37)			
Mean Look	041 Zubat (29)	042 Golbat (33)	088 Grimer (E)	092 Gastly (8)	093 Haunter (8)	094 Gengar (8)
	124 Jynx (21)	169 Crobat (33)	197 Umbreon (57)	198 Murkrow (41)	200 Misdreavus (19)	238 Smoochum (21)
	280 Ralts (E)	302 Sableye (57)	355 Duskull (38)	356 Dusclops (43)	359 Absol (E)	477 Dusknoir (43)
Meditate	056 Mankey (E)	066 Machop (E)	096 Drowzee (21)	097 Hypno (21)	106 Hitmonlee (5)	122 Mr.Mime (8)
Mega Drain	043 Oddish (21)	044 Gloom (23)	045 Vileplume (1)	114 Tangela (26,E)	140 Kabuto (36)	141 Kabutops (36)
	182 Bellossom (1)	187 Hoppip (25)	188 Skiploom (28)	189 Jumpluff (28)	191 Sunkern (5)	192 Sunflora (5)
	252 Treecko (26)	267 Beautifly (24)	270 Lotad (19)	272 Ludicolo (1)	285 Shroomish (17)	286 Breloom (17)
	315 Roselia (13)	387 Turtwig (25)	388 Grotle (27)	389 Torterra (27)	406 Budew (13)	407 Roserade (1)
	465 Tangrowth (26)					
Mega Kick	106 Hitmonlee (49)					
Mega Punch	074 Geodude (E)	107 Hitmonchan (41)	115 Kangaskhan (19)	151 Mew (10)	240 Magby (E)	
Megahorn	034 Nidoking (58)	078 Rapidash (1)	111 Rhyhorn (57)	112 Rhydon (57)	118 Goldeen (51)	119 Seaking (63)
	214 Heracross (55)	234 Stantler (E)	359 Absol (E)	464 Rhyperior (57)		
Memento	088 Grimer (49)	089 Muk (65)	109 Koffing (51)	110 Weezing (63)	187 Hoppip (43)	188 Skiploom (52)
	189 Jumpluff (52)	200 Misdreavus (E)	218 Slugma (E)	280 Ralts (E)	355 Duskull (E)	381 Latios (60)
	422 Shellos (E)	425 Drifloon (E)	434 Stunky (38)	435 Skuntank (42)	442 Spiritomb (43)	480 Uxie (76)
Metal Burst	304 Aron (46)	305 Lairon (56)	306 Aggron (65)	410 Shieldon (37)	411 Bastiodon (43)	483 Dialga (24)
Metal Claw	004 Charmander (E)	027 Sandshrew (E)	046 Paras (E)	098 Krabby (21)	099 Kingler (21)	158 Totodile (E)
	207 Gligar (E)	212 Scizor (21)	215 Sneasel (42)	216 Teddiursa (E)	290 Nincada (38)	304 Aron (15)
	305 Lairon (15)	306 Aggron (15)	335 Zangoose (E)	341 Corphish (E)	347 Anorith (19)	348 Armaldo (19)
	375 Metang (1,20)	376 Metagross (1,20)	379 Registeel (9)	394 Prinplup (16)	395 Empoleon (16)	443 Gible (E)
	448 Lucario (1)	461 Weavile (42)	483 Dialga (6)			
Metal Sound	081 Magnemite (1)	082 Magneton (1)	140 Kabuto (41)	141 Kabutops (45)	227 Skarmory (31)	304 Aron (36)
	305 Lairon (40)	306 Aggron (40)	410 Shieldon (10)	411 Bastiodon (1,10)	413 Wormadam (T) (29)	448 Lucario (24)
	462 Magnezone (1)	485 Heatran (25)				
Meteor Mash	035 Clefairy (43)	375 Metang (48)	376 Metagross (53)			
Metronome	035 Clefairy (31)	036 Clefable (1)	113 Chansey (E)	151 Mew (20)	173 Cleffa (E)	175 Togepi (6)
	176 Togetic (1,6)	209 Snubbull (E)	440 Happiny (E)	446 Munchlax (1)		
Milk Drink	241 Miltank (11)					
Mimic	039 Jigglypuff (41)	122 Mr. Mime (18,E)	173 Cleffa (E)	185 Sudowoodo (17)	438 Bonsly (17)	439 Mime Jr. (18,E)
	441 Chatot (29)					
Mind Reader	060 Poliwag (E)	062 Poliwrath (53)	106 Hitmonlee (33)	144 Articuno (22)	236 Tyrogue (E)	283 Surskit (E)
	286 Breloom (37)	290 Nincada (19)	291 Ninjask (19)	292 Shedinja (19)	307 Meditite (18)	308 Medicham (18)
	315 Roselia (E)	406 Budew (E)	447 Riolu (E)			
Minimize	035 Clefairy (19)	036 Clefable (1)	088 Grimer (17)	089 Muk (17)	113 Chansey (20)	120 Staryu (33)
	211 Qwilfish (9)	242 Blissey (20)	425 Drifloon (1)	426 Drifblim (1)		
Miracle Eye	064 Kadabra (22)	065 Alakazam (22)	150 Mewtwo (36)	177 Natu (17)	178 Xatu (17)	238 Smoochum (E)
Mirror Coat	007 Squirtle (E)	072 Tentacool (E)	100 Voltorb (47)	101 Electrode (57)	202 Wobbuffet (1)	203 Girafarig (E)
	222 Corsola (48)	226 Mantine (E)	245 Suicune (43)	258 Mudkip (E)	325 Spoink (E)	345 Lileep (E)
	349 Feebas (E)	360 Wynaut (15)	386 Deoxys (D) (97)	422 Shellos (E)	428 Lopunny (1)	458 Mantyke (E)
	462 Magnezone (1)	471 Glaceon (57)				
Mirror Move	016 Pidgey (45)	017 Pidgeotto (52)	018 Pidgeot (56)	021 Spearow (21)	022 Fearow (23)	083 Farfetch'd (E)
	084 Doduo (E)	163 Hoothoot (E)	175 Togepi (E)	198 Murkrow (E)	255 Torchic (37)	256 Combusken (43)
	276 Taillow (E)	333 Swablu (36)	441 Chatot (9)			
Mirror Shot	081 Magnemite (43)	082 Magneton (46)	205 Forretress (31)	413 Wormadam (T) (26)	462 Magnezone (46)	
Mist	007 Squirtle (E)	060 Poliwag (E)	131 Lapras (4)	144 Articuno (8)	147 Dratini (E)	150 Mewtwo (43)
	170 Chinchou (E)	194 Wooper (43)	195 Quagsire (48)	220 Swinub (40)	221 Piloswine (48)	222 Corsola (E)
	245 Suicune (36)	270 Lotad (11)	278 Wingull (16,E)	279 Pelipper (16)	283 Surskit (37)	320 Wailmer (24)
	321 Wailord (24)	333 Swablu (23)	334 Altaria (23)	349 Feebas (E)	393 Piplup (36)	394 Prinplup (42)
	395 Empoleon (46)	459 Snover (21,E)	460 Abomasnow (21)	473 Mamoswine (48)	488 Cresselia (20)	
Mist Ball	380 Latias (35)					
Moonlight	035 Clefairy (37)	043 Oddish (33)	044 Gloom (41)	102 Exeggcute (E)	197 Umbreon (71)	269 Dustox (20)
	302 Sableye (E)	313 Volbeat (13)	314 Illumise (13)	488 Cresselia (57)		
Morning Sun	048 Venonat (E)	058 Growlithe (E)	077 Ponyta (E)	196 Espeon (71)	267 Beautifly (20)	
Mud Bomb	023 Ekans (28)	024 Arbok (34)	050 Diglett (29,E)	051 Dugtrio (33)	054 Psyduck (E)	060 Poliwag (41)
	061 Poliwhirl (53)	088 Grimer (23)	089 Muk (23)	113 Chansey (E)	194 Wooper (19)	195 Quagsire (19)

Move	Pokémon that can learn the move					
Mud Bomb (continued)	220 Swinub (20)	221 Piloswine (20)	258 Mudkip (E)	259 Marshtomp (25)	260 Swampert (25)	300 Skitty (E)
	322 Numel (E)	339 Barboach (14)	340 Whiscash (14)	422 Shellos (11)	423 Gastrodon (11)	440 Happiny (E)
	453 Croagunk (29)	454 Toxicroak (29)	473 Mamoswine (20)			
Mud Shot	027 Sandshrew (E)	060 Poliwag (28,E)	061 Poliwhirl (32)	090 Shellder (E)	098 Krabby (19)	099 Kingler (19)
	138 Omanyte (25)	139 Omastar (25)	140 Kabuto (16,E)	141 Kabutops (16)	194 Wooper (9)	195 Quagsire (9)
	220 Swinub (E)	259 Marshtomp (16)	260 Swampert (16)	283 Surskit (E)	328 Trapinch (E)	383 Groudon (1)
	443 Gible (E)					
Mud Sport	007 Squirtle (E)	074 Geodude (4)	075 Graveler (1,4)	076 Golem (1,4)	079 Slowpoke (E)	095 Onix (1)
	098 Krabby (1)	099 Kingler (1)	118 Goldeen (E)	158 Totodile (E)	194 Wooper (5,E)	195 Quagsire (1,5)
	208 Steelix (1)	220 Swinub (4)	221 Piloswine (1,4)	226 Mantine (E)	252 Treecko (E)	258 Mudkip (24)
	263 Zigzagoon (21)	264 Linoone (23)	339 Barboach (6)	340 Whiscash (1,6)	341 Corphish (E)	347 Anorith (7)
	348 Armaldo (1,7)	349 Feebas (E)	366 Clamperl (E)	369 Relicanth (36)	370 Luvdisc (E)	393 Piplup (E)
	422 Shellos (2)	423 Gastrodon (1,2)	458 Mantyke (E)	473 Mamoswine (1,4)		
Muddy Water	007 Squirtle (E)	072 Tentacool (E)	108 Lickitung (E)	116 Horsea (E)	134 Vaporeon (78)	138 Omanyte (E)
	194 Wooper (47)	195 Quagsire (53)	259 Marshtomp (37)	260 Swampert (39)	366 Clamperl (E)	369 Relicanth (E)
	382 Kyogre (20)	422 Shellos (37)	423 Gastrodon (41)			
Mud-Slap	Taught (for BP)	050 Diglett (15)	051 Dugtrio (15)	083 Farfetch'd (E)	088 Grimer (7)	089 Muk (1,7)
	118 Goldeen (E)	213 Shuckle (E)	220 Swinub (13)	221 Piloswine (13)	258 Mudkip (6)	259 Marshtomp (1,6)
	260 Swampert (1,6)	263 Zigzagoon (E)	290 Nincada (31)	304 Aron (8)	305 Lairon (1,8)	306 Aggron (1,8)
	339 Barboach (1)	340 Whiscash (1)	343 Baltoy (7)	344 Claydol (7)	369 Relicanth (E)	393 Piplup (E)
	418 Buizel (E)	422 Shellos (1)	423 Gastrodon (1)	453 Croagunk (3)	454 Toxicroak (1,3)	473 Mamoswine (13)

N

Move	Pokémon that can learn the move					
Nasty Plot	038 Ninetales (1)	041 Zubat (E)	052 Meowth (38)	053 Persian (44)	096 Drowzee (43,E)	097 Hypno (55)
	122 Mr. Mime (E)	151 Mew (90)	172 Pichu (18)	175 Togepi (E)	190 Aipom (39)	199 Slowking (39)
	200 Misdreavus (E)	228 Houndour (53,E)	229 Houndoom (60)	238 Smoochum (E)	273 Seedot (E)	275 Shiftry (1)
	302 Sableye (E)	311 Plusle (51)	312 Minun (51)	331 Cacnea (E)	352 Kecleon (E)	390 Chimchar (23)
	424 Ambipom (39)	430 Honchkrow (35)	439 Mime Jr. (E)	441 Chatot (E)	442 Spiritomb (37)	453 Croagunk (36)
	454 Toxicroak (36)	461 Weavile (24)	474 Porygon-Z (1)	482 Azelf (46)	491 Darkrai (75)	
Natural Gift	TM83	043 Oddish (29)	044 Gloom (35)	102 Exeggcute (37)	114 Tangela (40)	152 Chikorita (23)
	153 Bayleef (26)	154 Meganium (26)	204 Pineco (23)	205 Forretress (23)	231 Phanpy (19)	249 Lugia (85)
	250 Ho-Oh (85)	251 Celebi (46)	270 Lotad (15)	333 Swablu (32)	334 Altaria (32)	357 Tropius (57)
	446 Munchlax (44)	465 Tangrowth (40)	480 Uxie (66)	481 Mesprit (66)	482 Azelf (66)	492 Shaymin (L) (46)
	492 Shaymin (S) (46)	493 Arceus (1)				
Nature Power	001 Bulbasaur (E)	102 Exeggcute (E)	114 Tangela (E)	152 Chikorita (E)	191 Sunkern (E)	222 Corsola (E)
	270 Lotad (7)	271 Lombre (7)	272 Ludicolo (1)	273 Seedot (13)	274 Nuzleaf (13)	357 Tropius (E)
	420 Cherubi (E)					
Needle Arm	331 Cacnea (45)	332 Cacturne (53)				
Night Shade	092 Gastly (15)	093 Haunter (15)	094 Gengar (15)	163 Hoothoot (E)	167 Spinarak (15)	168 Ariados (15)
	177 Natu (6)	178 Xatu (6)	198 Murkrow (21)	302 Sableye (8)	353 Shuppet (8)	354 Banette (1,5)
	355 Duskull (1)	356 Dusclops (1)	386 Deoxys (N) (9)	386 Deoxys (A) (9)	386 Deoxys (D) (9)	386 Deoxys (S) (9)
	441 Chatot (E)	477 Dusknoir (1)				
Night Slash	027 Sandshrew (E)	051 Dugtrio (1)	052 Meowth (49)	053 Persian (61)	083 Farfetch'd (33,E)	123 Scyther (45,E)
	141 Kabutops (72)	207 Gligar (E)	212 Scizor (45)	214 Heracross (1)	216 Teddiursa (E)	227 Skarmory (45)
	254 Sceptile (1)	255 Torchic (E)	287 Slakoth (E)	290 Nincada (E)	319 Sharpedo (56)	335 Zangoose (E)
	336 Seviper (46,E)	341 Corphish (35)	342 Crawdaunt (39)	359 Absol (52)	402 Kricketune (42)	403 Shinx (E)
	430 Honchkrow (45)	434 Stunky (32)	435 Skuntank (32)	451 Skorupi (E)	461 Weavile (35)	469 Yanmega (1)
	472 Gliscor (31)	475 Gallade (1)				

O

Move	Pokémon that can learn the move					
Octazooka	116 Horsea (E)	223 Remoraid (E)	224 Octillery (25)			
Odor Sleuth	052 Meowth (E)	058 Growlithe (14)	059 Arcanine (1)	179 Mareep (E)	203 Girafarig (5)	220 Swinub (1)
	221 Piloswine (1)	228 Houndour (22)	229 Houndoom (22)	231 Phanpy (1)	261 Poochyena (17)	262 Mightyena (17)
	263 Zigzagoon (17)	264 Linoone (17)	309 Electrike (25)	310 Manectric (25)	325 Spoink (10)	326 Grumpig (1,10)
	399 Bidoof (E)	418 Buizel (E)	446 Munchlax (1)	473 Mamoswine (1)		
Ominous Wind	Taught (for BP)	177 Natu (39)	178 Xatu (47)	200 Misdreavus (E)	284 Masquerain (1)	351 Castform (E)
	355 Duskull (E)	425 Drifloon (30)	426 Drifblim (32)	442 Spiritomb (25)	478 Froslass (22)	479 Rotom (29)
	487 Giratina (A) (6)	487 Giratina (O) (6)	491 Darkrai (1)			

O

Move	Pokémon that can learn the move					
Outrage	Taught (for BP)	004 Charmander (E)	115 Kangaskhan (37)	147 Dratini (51)	148 Dragonair (61)	149 Dragonite (64)
	246 Larvitar (E)	384 Rayquaza (50)	443 Gible (E)			
Over Heat	TM50	479 Rotom (H)*				

P

Move	Pokémon that can learn the move					
Pain Split	Taught (for BP)	109 Koffing (E)	200 Misdreavus (28)	316 Gulpin (E)	355 Duskull (E)	442 Spiritomb (E)
Payback	TM66	037 Vulpix (31)	092 Gastly (26)	093 Haunter (28)	094 Gengar (28)	128 Tauros (24)
	200 Misdreavus (32)	204 Pineco (31)	205 Forretress (33)	209 Snubbull (43)	210 Granbull (51)	246 Larvitar (32)
	247 Pupitar (34)	248 Tyranitar (34)	279 Pelipper (24)	325 Spoink (34)	326 Grumpig (37)	331 Cacnea (41)
	332 Cacturne (47)	353 Shuppet (E)	355 Duskull (41)	356 Dusclops (51)	425 Drifloon (17)	426 Drifblim (17)
	436 Bronzor (49)	437 Bronzong (61)	477 Dusknoir (51)			
Payday	052 Meowth (30)					
Peck	021 Spearow (1)	022 Fearow (1)	032 Nidoran♂ (1)	033 Nidorino (1)	034 Nidoking (1)	083 Farfetch'd (1)
	084 Doduo (1)	085 Dodrio (1)	118 Goldeen (1)	119 Seaking (1)	145 Zapdos (1)	163 Hoothoot (9)
	164 Noctowl (9)	175 Togepi (E)	177 Natu (1)	178 Xatu (1)	198 Murkrow (1)	221 Piloswine (1)
	227 Skarmory (1)	255 Torchic (16)	256 Combusken (17)	257 Blaziken (17)	276 Taillow (1)	277 Swellow (1)
	333 Swablu (1)	334 Altaria (1)	393 Piplup (15)	394 Prinplup (15)	395 Empoleon (15)	441 Chatot (1)
	473 Mamoswine (1)					
Perish Song	086 Seel (E)	092 Gastly (E)	104 Cubone (E)	124 Jynx (49)	131 Lapras (27)	174 Igglybuff (E)
	183 Marill (E)	186 Politoed (1)	198 Murkrow (E)	200 Misdreavus (41)	238 Smoochum (41)	251 Celebi (91)
	333 Swablu (50)	334 Altaria (62)	359 Absol (65)	402 Kricketune (50)	493 Arceus (90)	
Petal Dance	001 Bulbasaur (E)	003 Venusaur (32)	043 Oddish (41)	044 Gloom (53)	045 Vileplume (53)	154 Meganium (32)
	192 Sunflora (33)	315 Roselia (40)	421 Cherrim (25)			
Pin Missile	015 Beedrill (28)	135 Jolteon (36)	167 Spinarak (36)	168 Ariados (41)	204 Pineco (E)	211 Qwilfish (37)
	263 Zigzagoon (25)	315 Roselia (E)	331 Cacnea (21)	332 Cacturne (21)	406 Budew (E)	451 Skorupi (12)
	452 Drapion (12)					
Pluck	TM88	022 Fearow (1)	085 Dodrio (1)	145 Zapdos (22)	277 Swellow (1)	334 Altaria (1)
Poison Fang	023 Ekans (E)	029 Nidoran♀ (45)	030 Nidorina (58)	041 Zubat (33)	042 Golbat (39)	048 Venonat (41)
	049 Venomoth (47)	169 Crobat (39)	261 Poochyena (E)	303 Mawile (E)	336 Seviper (34)	451 Skorupi (39)
	452 Drapion (39)					
Poison Gas	088 Grimer (1)	089 Muk (1)	096 Drowzee (18)	097 Hypno (18)	109 Koffing (1)	110 Weezing (1)
	316 Gulpin (9)	317 Swalot (1,9)	434 Stunky (4)	435 Skuntank (1,4)		
Poison Point	TM84	015 Beedrill (37)	032 Nidoran♂ (37)	033 Nidorino (43)	072 Tentacool (33)	073 Tentacruel (36)
	078 Rapidash (1)	083 Farfetch'd (1)	119 Seaking (1)	167 Spinarak (43,E)	168 Ariados (50)	211 Qwilfish (49,E)
	336 Seviper (52)	453 Croagunk (38)	454 Toxicroak (41)	464 Rhyperior (1)	472 Gliscor (1)	
	013 Weedle (1)	023 Ekans (4)	024 Arbok (1,4)	027 Sandshrew (9)	028 Sandslash (9)	029 Nidoran♀ (13)
	030 Nidorina (13)	031 Nidoqueen (1)	032 Nidoran♂ (13)	033 Nidorino (13)	034 Nidoking (1)	072 Tentacool (1)
	073 Tentacruel (1)	167 Spinarak (1)	168 Ariados (1)	207 Gligar (1)	211 Qwilfish (1)	265 Wurmple (5)
	315 Roselia (7)	331 Cacnea (1)	332 Cacturne (1)	407 Roserade (1)	416 Vespiquen (3)	451 Skorupi (1)
	452 Drapion (1)	453 Croagunk (8)	454 Toxicroak (1,8)			
Poison Tail	023 Ekans (E)	336 Seviper (16)				
PoisonPowder	001 Bulbasaur (13)	002 Ivysaur (13)	003 Venusaur (13)	012 Butterfree (12)	043 Oddish (13)	044 Gloom (13)
	045 Vileplume (1)	046 Paras (6)	047 Parasect (1,6)	048 Venonat (13)	049 Venomoth (13)	069 Bellsprout (15)
	070 Weepinbell (15)	102 Exeggcute (21)	114 Tangela (15)	152 Chikorita (9)	153 Bayleef (1,9)	154 Meganium (1,9)
	187 Hoppip (12)	188 Skiploom (12)	189 Jumpluff (12)	285 Shroomish (25)	414 Mothim (29)	465 Tangrowth (15)
Pound	035 Clefairy (1)	039 Jigglypuff (9)	088 Grimer (1)	089 Muk (1)	096 Drowzee (1)	097 Hypno (1)
	113 Chansey (1)	124 Jynx (1)	151 Mew (1)	173 Cleffa (1)	174 Igglybuff (9)	192 Sunflora (1)
	238 Smoochum (1)	242 Blissey (1)	252 Treecko (1)	253 Grovyle (1)	254 Sceptile (1)	274 Nuzleaf (1)
	293 Whismur (1)	294 Loudred (1)	295 Exploud (1)	316 Gulpin (1)	317 Swalot (1)	393 Piplup (1)
	427 Buneary (1)	428 Lopunny (1)	440 Happiny (1)	456 Finneon (1)	457 Lumineon (1)	
Powder Snow	124 Jynx (1,11)	144 Articuno (1)	220 Swinub (8)	221 Piloswine (1,8)	238 Smoochum (11)	351 Castform (10)
	361 Snorunt (1)	362 Glalie (1)	363 Spheal (1)	364 Sealeo (1)	365 Walrein (1)	459 Snover (1)
	460 Abomasnow (1)	473 Mamoswine (1,8)	478 Froslass (1)			
Power Gem	053 Persian (32)	120 Staryu (46)	179 Mareep (41)	180 Flaaffy (47)	181 Ampharos (59)	199 Slowking (1)
	200 Misdreavus (50)	222 Corsola (44)	299 Nosepass (49)	302 Sableye (43)	325 Spoink (46)	326 Grumpig (55)
	416 Vespiquen (21)	476 Probopass (49)	483 Dialga (19)	484 Palkia (19)		
Power Swap	037 Vulpix (E)	102 Exeggcute (E)	114 Tangela (E)	122 Mr. Mime (1)	150 Mewtwo (64)	177 Natu (44)
	178 Xatu (54)	196 Espeon (78)	203 Girafarig (1)	273 Seedot (E)	307 Meditite (E)	333 Swablu (E)

* Rotom learns the move upon changing form. When it changes back, it forgets the move (p. 440).

Move	Pokémon that can learn the move					
Power Trick	063 Abra (E)	066 Machop (E)	204 Pineco (E)	207 Gligar (E)	213 Shuckle (48)	307 Meditite (39)
	308 Medicham (42)	343 Baltoy (31)	344 Claydol (31)			
Power Whip	001 Bulbasaur (E)	108 Lickitung (49)	114 Tangela (54)	455 Carnivine (47)	463 Lickilicky (49)	465 Tangrowth (54)
Present	113 Chansey (E)	172 Pichu (E)	173 Cleffa (E)	174 Igglybuff (E)	175 Togepi (E)	183 Marill (E)
	209 Snubbull (E)	225 Delibird (1)	241 Miltank (E)	440 Happiny (E)		
Protect	TM17	007 Squirtle (22)	008 Wartortle (24)	009 Blastoise (24)	090 Shellder (16)	091 Cloyster (1)
	098 Krabby (29)	099 Kingler (32)	138 Omanyte (34)	139 Omastar (34)	204 Pineco (1)	205 Forretress (1)
	258 Mudkip (37)	259 Marshtomp (42)	260 Swampert (46)	269 Dustox (17)	279 Pelipper (25)	304 Aron (32)
	305 Lairon (34)	306 Aggron (34)	313 Volbeat (29)	324 Torkoal (36)	341 Corphish (23)	342 Crawdaunt (23)
	347 Anorith (25)	348 Armaldo (25)	361 Snorunt (22)	362 Glalie (22)	372 Shelgon (30)	373 Salamence (30)
	381 Latios (25)	410 Shieldon (1)	411 Bastiodon (1)	412 Burmy (1)	413 Wormadam (P) (10)	413 Wormadam (S) (10)
	413 Wormadam (T) (10)	414 Mothim (10)	475 Gallade (50)	481 Mesprit (16)		
Psybeam	012 Butterfree (24)	046 Paras (E)	048 Venonat (25)	049 Venomoth (25)	054 Psyduck (E)	064 Kadabra (24)
	065 Alakazam (24)	096 Drowzee (26)	097 Hypno (28)	109 Koffing (E)	118 Goldeen (E)	122 Mr. Mime (25)
	137 Porygon (7)	165 Ledyba (E)	167 Spinarak (E)	170 Chinchou (E)	196 Espeon (36)	200 Misdreavus (23)
	203 Girafarig (19)	223 Remoraid (10)	224 Octillery (1,10)	226 Mantine (1)	233 Porygon2 (7)	269 Dustox (24)
	283 Surskit (E)	325 Spoink (14)	326 Grumpig (1,14)	327 Spinda (19)	343 Baltoy (11)	344 Claydol (11)
	352 Kecleon (18)	413 Wormadam (P) (32)	413 Wormadam (S) (32)	413 Wormadam (T) (32)	414 Mothim (32)	439 Mime Jr. (25)
	456 Finneon (E)	474 Porygon-Z (7)				
Psych Up	TM77	037 Vulpix (E)	052 Meowth (E)	054 Psyduck (35)	055 Golduck (37)	079 Slowpoke (57)
	080 Slowbro (67)	096 Drowzee (29)	097 Hypno (33)	102 Exeggcute (E)	122 Mr. Mime (E)	150 Mewtwo (29)
	175 Togepi (E)	177 Natu (E)	187 Hoppip (E)	196 Espeon (57)	199 Slowking (57)	200 Misdreavus (E)
	203 Girafarig (E)	234 Stantler (E)	238 Smoochum (E)	241 Miltank (E)	300 Skitty (E)	302 Sableye (E)
	303 Mawile (E)	307 Meditite (36)	308 Medicham (36)	325 Spoink (15)	326 Grumpig (15)	327 Spinda (41)
	351 Castform (E)	439 Mime Jr. (E)				
Psychic	TM29	048 Venonat (47)	049 Venomoth (55)	054 Psyduck (E)	064 Kadabra (40)	065 Alakazam (40)
	079 Slowpoke (48)	080 Slowbro (54)	096 Drowzee (40)	097 Hypno (50)	102 Exeggcute (47)	122 Mr. Mime (39)
	150 Mewtwo (71)	151 Mew (30)	167 Spinarak (40)	168 Ariados (46)	177 Natu (47)	178 Xatu (59)
	196 Espeon (64)	199 Slowking (48)	203 Girafarig (37)	238 Smoochum (35)	280 Ralts (28)	281 Kirlia (31)
	282 Gardevoir (33)	325 Spoink (41)	326 Grumpig (47)	337 Lunatone (45)	368 Gorebyss (42)	375 Metang (36)
	376 Metagross (36)	380 Latias (65)	381 Latios (65)	385 Jirachi (20)	386 Deoxys (N) (41)	386 Deoxys (A) (41)
	386 Deoxys (D) (41)	386 Deoxys (S) (41)	413 Wormadam (P) (44)	413 Wormadam (S) (44)	413 Wormadam (T) (44)	414 Mothim (44)
	439 Mime Jr. (39)	488 Cresselia (93)				
Psycho Boost	386 Deoxys (N) (89)	386 Deoxys (A) (89)	386 Deoxys (D) (89)	386 Deoxys (S) (89)		
Psycho Cut	064 Kadabra (34)	065 Alakazam (34)	096 Drowzee (E)	150 Mewtwo (50)	307 Meditite (E)	327 Spinda (E)
	359 Absol (60)	475 Gallade (31)	488 Cresselia (66)			
Psycho Shift	163 Hoothoot (41)	164 Noctowl (47)	175 Togepi (E)	177 Natu (33)	178 Xatu (37)	198 Murkrow (E)
	380 Latias (50)	381 Latios (50)	386 Deoxys (N) (57)	386 Deoxys (A) (57)	386 Deoxys (D) (57)	386 Deoxys (S) (57)
	488 Cresselia (75)					
Psywave	092 Gastly (E)	109 Koffing (E)	200 Misdreavus (1)	325 Spoink (7)	326 Grumpig (1,7)	337 Lunatone (23)
	338 Solrock (23)	358 Chimecho (30)	380 Latias (1)	381 Latios (1)	429 Mismagius (1)	
Punishment	052 Meowth (E)	056 Mankey (45)	057 Primeape (53)	215 Sneasel (E)	228 Houndour (E)	241 Miltank (E)
	249 Lugia (50)	250 Ho-Oh (50)	289 Slaking (55)	302 Sableye (36)	303 Mawile (E)	359 Absol (E)
	392 Infernape (33)	434 Stunky (E)	493 Arceus (1)			
Pursuit	015 Beedrill (22)	016 Pidgey (E)	019 Rattata (13)	020 Raticate (13)	021 Spearow (13)	022 Fearow (13)
	023 Ekans (E)	029 Nidoran♀ (E)	041 Zubat (E)	046 Paras (E)	050 Diglett (E)	084 Doduo (19)
	085 Dodrio (19)	107 Hitmonchan (11)	123 Scyther (9)	128 Tauros (15)	142 Aerodactyl (E)	143 Snorlax (E)
	161 Sentret (E)	167 Spinarak (E)	190 Aipom (E)	193 Yanma (30,E)	197 Umbreon (15)	198 Murkrow (5)
	206 Dunsparce (25)	212 Scizor (9)	214 Heracross (E)	215 Sneasel (E)	227 Skarmory (E)	228 Houndour (E)
	237 Hitmontop (10)	246 Larvitar (E)	252 Treecko (16)	253 Grovyle (17)	254 Sceptile (17)	263 Zigzagoon (E)
	276 Taillow (E)	278 Wingull (34)	287 Slakoth (E)	333 Swablu (E)	335 Zangoose (22)	353 Shuppet (E)
	355 Duskull (25)	356 Dusclops (25)	359 Absol (20)	375 Metang (28)	376 Metagross (28)	386 Deoxys (N) (33)
	386 Deoxys (A) (33)	386 Deoxys (S) (33)	396 Starly (E)	408 Cranidos (10)	409 Rampardos (10)	416 Vespiquen (15)
	418 Buizel (10)	419 Floatzel (10)	430 Honchkrow (1)	434 Stunky (E)	442 Spiritomb (1)	446 Munchlax (E)
	451 Skorupi (E)	453 Croagunk (15)	454 Toxicroak (15)	469 Yanmega (30)	477 Dusknoir (25)	

Q

Move	Pokémon that can learn the move					
Quick Attack	016 Pidgey (13)	017 Pidgeotto (13)	018 Pidgeot (1,13)	019 Rattata (4)	020 Raticate (1,4)	021 Spearow (E)
	025 Pikachu (13)	026 Raichu (1)	037 Vulpix (11)	038 Ninetales (1)	041 Zubat (E)	078 Rapidash (1)

Q

Move	Pokémon that can learn the move					
Quick Attack (continued)	083 Farfetch'd (E)	084 Doduo (5,E)	085 Dodrio (1,5)	123 Scyther (1)	125 Electabuzz (1)	127 Pinsir (E)
	133 Eevee (22)	134 Vaporeon (22)	135 Jolteon (22)	136 Flareon (22)	155 Cyndaquil (13,E)	156 Quilava (13)
	157 Typhlosion (13)	161 Sentret (7)	162 Furret (1,7)	177 Natu (E)	193 Yanma (6)	196 Espeon (22)
	197 Umbreon (22)	207 Gligar (16)	212 Scizor (1)	215 Sneasel (8)	225 Delibird (E)	237 Hitmontop (15)
	239 Elekid (1)	243 Raikou (22)	252 Treecko (11)	253 Grovyle (1,11)	254 Sceptile (1,11)	255 Torchic (28)
	256 Combusken (32)	257 Blaziken (32)	273 Seedot (E)	276 Taillow (8)	277 Swellow (1,8)	278 Wingull (24)
	283 Surskit (7)	284 Masquerain (1,7)	309 Electrike (17)	310 Manectric (17)	311 Plusle (7)	312 Minun (7)
	313 Volbeat (17)	314 Illumise (17)	328 Trapinch (E)	335 Zangoose (5)	359 Absol (12)	396 Starly (5)
	397 Staravia (1,5)	398 Staraptor (1,5)	399 Bidoof (E)	403 Shinx (E)	417 Pachirisu (5)	418 Buizel (3)
	419 Floatzel (1,3)	427 Buneary (16)	428 Lopunny (16)	431 Glameow (E)	447 Riolu (1)	448 Lucario (1)
	461 Weavile (1,8)	466 Electivire (1)	469 Yanmega (1,6)	470 Leafeon (22)	471 Glaceon (22)	472 Gliscor (16)
	491 Darkrai (11)	492 Shaymin (S) (28)				

R

Move	Pokémon that can learn the move					
Rage	015 Beedrill (19)	057 Primeape (28)	084 Doduo (10)	085 Dodrio (1,10)	095 Onix (14)	104 Cubone (23)
	105 Marowak (23)	115 Kangaskhan (22)	128 Tauros (5)	158 Totodile (8)	159 Croconaw (8)	160 Feraligatr (1,8)
	206 Dunsparce (1)	208 Steelix (14)	209 Snubbull (31)	210 Granbull (35)	228 Houndour (E)	276 Taillow (E)
	318 Carvanha (6)	319 Sharpedo (1,6)	333 Swablu (E)	371 Bagon (1)	372 Shelgon (1)	373 Salamence (1)
Rain Dance	TM18	007 Squirtle (37)	008 Wartortle (44)	009 Blastoise (53)	060 Poliwag (18)	061 Poliwhirl (18)
	079 Slowpoke (53)	080 Slowbro (61)	130 Gyarados (38)	131 Lapras (22)	145 Zapdos (85)	183 Marill (32)
	184 Azumarill (40)	194 Wooper (37)	195 Quagsire (41)	243 Raikou (71)	245 Suicune (15)	249 Lugia (29)
	270 Lotad (37)	350 Milotic (33)	351 Castform (20)	422 Shellos (22)	423 Gastrodon (22)	437 Bronzong (1)
	456 Finneon (13)	457 Lumineon (13)	489 Phione (69)	490 Manaphy (69)		
Rapid Spin	007 Squirtle (19)	008 Wartortle (20)	009 Blastoise (20)	027 Sandshrew (13,E)	028 Sandslash (13)	072 Tentacool (E)
	090 Shellder (E)	120 Staryu (10)	121 Starmie (1)	140 Kabuto (E)	204 Pineco (17)	205 Forretress (17)
	225 Delibird (E)	232 Donphan (6)	236 Tyrogue (E)	237 Hitmontop (24)	324 Torkoal (23)	343 Baltoy (5)
	344 Claydol (1,5)	347 Anorith (E)				
Razor Leaf	001 Bulbasaur (19)	002 Ivysaur (20)	003 Venusaur (20)	043 Oddish (E)	069 Bellsprout (39)	070 Weepinbell (39)
	071 Victreebel (1)	152 Chikorita (6)	153 Bayleef (1,6)	154 Meganium (1,6)	191 Sunkern (29)	192 Sunflora (29)
	270 Lotad (E)	274 Nuzleaf (1)	275 Shiftry (1)	315 Roselia (E)	357 Tropius (11)	387 Turtwig (13)
	388 Grotle (13)	389 Torterra (1,13)	406 Budew (E)	413 Wormadam (P) (26)	420 Cherubi (E)	455 Carnivine (E)
	459 Snover (5)	460 Abomasnow (1,5)	470 Leafeon (15)			
Razor Wind	116 Horsea (E)	123 Scyther (33,E)	203 Girafarig (E)	207 Gligar (E)	212 Scizor (33)	252 Treecko (E)
	273 Seedot (E)	274 Nuzleaf (37)	335 Zangoose (E)	357 Tropius (E)	359 Absol (17)	418 Buizel (45)
	419 Floatzel (50)					
Recover	064 Kadabra (30)	065 Alakazam (30)	120 Staryu (15)	121 Starmie (1)	137 Porygon (18)	150 Mewtwo (86)
	194 Wooper (E)	218 Slugma (23)	219 Magcargo (23)	222 Corsola (13)	233 Porygon2 (18)	249 Lugia (71)
	250 Ho-Oh (71)	251 Celebi (1)	302 Sableye (E)	307 Meditite (46)	308 Medicham (55)	345 Lileep (E)
	350 Milotic (21)	352 Kecleon (E)	380 Latias (45)	381 Latios (45)	386 Deoxys(N) (81)	386 Deoxys (D) (81)
	386 Deoxys (S) (81)	422 Shellos (46)	423 Gastrodon (54)	433 Chingling (E)	474 Porygon-Z (18)	493 Arceus (70)
Recycle	TM67	122 Mr. Mime (32)	137 Porygon (34)	233 Porygon2 (34)	439 Mime Jr. (32)	446 Munchlax (17)
Reflect	TM33	064 Kadabra (28)	065 Alakazam (28)	069 Bellsprout (E)	102 Exeggcute (7,E)	114 Tangela (E)
	122 Mr. Mime (22)	144 Articuno (50)	152 Chikorita (17)	153 Bayleef (18)	154 Meganium (18)	163 Hoothoot (17)
	164 Noctowl (17)	165 Ledyba (14)	166 Ledian (14)	179 Mareep (E)	187 Hoppip (E)	204 Pineco (E)
	209 Snubbull (E)	215 Sneasel (E)	243 Raikou (36)	439 Mime Jr. (22)		
Refresh	007 Squirtle (E)	054 Psyduck (E)	060 Poliwag (E)	108 Lickitung (41)	113 Chansey (9)	131 Lapras (E)
	177 Natu (E)	183 Marill (E)	222 Corsola (16)	242 Blissey (9)	258 Mudkip (E)	276 Taillow (E)
	298 Azurill (E)	333 Swablu (40)	334 Altaria (46)	350 Milotic (9)	366 Clamperl (E)	380 Latias (30)
	381 Latios (30)	385 Jirachi (25)	440 Happiny (9)	463 Lickilicky (41)	493 Arceus (50)	
Rest	TM44	039 Jigglypuff (25)	086 Seel (21)	087 Dewgong (21)	128 Tauros (19)	143 Snorlax (25)
	161 Sentret (28)	162 Furret (32)	213 Shuckle (27)	216 Teddiursa (43)	217 Ursaring (47)	263 Zigzagoon (37)
	264 Linoone (47)	293 Whismur (41)	294 Loudred (51)	295 Exploud (55)	299 Nosepass (43)	320 Wailmer (27)
	321 Wailord (27)	325 Spoink (29)	326 Grumpig (29)	339 Barboach (31)	340 Whiscash (33)	363 Spheal (37)
	364 Sealeo (39)	365 Walrein (39)	369 Relicanth (64)	383 Groudon (30)	384 Rayquaza (30)	385 Jirachi (5,30)
	476 Probopass (43)	480 Uxie (1)	481 Mesprit (1)	482 Azelf (1)		
Return	TM27	428 Lopunny (13)				
Revenge	056 Mankey (E)	066 Machop (22)	067 Machoke (22)	068 Machamp (22)	106 Hitmonlee (1)	107 Hitmonchan (1)
	127 Pinsir (18)	204 Pineco (E)	211 Qwilfish (29)	214 Heracross (E)	237 Hitmontop (1)	296 Makuhita (E)
	332 Cacturne (1)	449 Hippopotas (E)	453 Croagunk (22)	454 Toxicroak (22)	461 Weavile (1)	486 Regigigas (25)

Move	Pokémon that can learn the move					
Reversal	019 Rattata (E)	050 Diglett (E)	056 Mankey (E)	058 Growlithe (25)	106 Hitmonlee (57)	111 Rhyhorn (E)
	115 Kangaskhan (49)	123 Scyther (E)	155 Cyndaquil (E)	161 Sentret (E)	172 Pichu (E)	193 Yanma (E)
	214 Heracross (43)	228 Houndour (E)	241 Miltank (E)	255 Torchic (E)	288 Vigoroth (49)	296 Makuhita (43)
	297 Hariyama (57)	307 Meditite (43)	308 Medicham (49)	447 Riolu (19)		
Roar	TM05	037 Vulpix (7)	058 Growlithe (1)	059 Arcanine (1)	142 Aerodactyl (9)	209 Snubbull (25)
	210 Granbull (27)	228 Houndour (14)	229 Houndoom (14)	243 Raikou (15)	244 Entei (15)	261 Poochyena (21)
	262 Mightyena (22)	293 Whismur (35)	294 Loudred (43)	295 Exploud (45)	304 Aron (22)	305 Lairon (22)
	306 Aggron (22)	309 Electrike (36)	310 Manectric (42)	335 Zangoose (E)	403 Shinx (21)	404 Luxio (23)
	405 Luxray (23)					
Roar Of Time	483 Dialga (46)					
Rock Blast	074 Geodude (25)	075 Graveler (27)	076 Golem (27)	090 Shellder (E)	095 Onix (E)	111 Rhyhorn (25)
	112 Rhydon (25)	138 Omanyte (46)	139 Omastar (56)	222 Corsola (20)	223 Remoraid (E)	224 Octillery (1)
	347 Anorith (49)	348 Armaldo (55)	410 Shieldon (E)	413 Wormadam (S) (26)	464 Rhyperior (25)	
Rock Climb	HM08					
Rock Polish	TM69	074 Geodude (8)	075 Graveler (1,8)	076 Golem (1,8)	095 Onix (30)	208 Steelix (30)
	337 Lunatone (20)	338 Solrock (20)				
Rock Slide	TM80	004 Charmander (E)	027 Sandshrew (E)	050 Diglett (E)	056 Mankey (E)	066 Machop (E)
	074 Geodude (E)	095 Onix (E)	104 Cubone (E)	111 Rhyhorn (E)	138 Omanyte (E)	142 Aerodactyl (65)
	158 Totodile (E)	185 Sudowoodo (33)	206 Dunsparce (E)	218 Slugma (41)	219 Magcargo (45)	220 Swinub (E)
	222 Corsola (E)	226 Mantine (E)	246 Larvitar (14)	247 Pupitar (14)	248 Tyranitar (14)	255 Torchic (E)
	299 Nosepass (31)	323 Camerupt (33)	327 Spinda (E)	338 Solrock (45)	345 Lileep (E)	347 Anorith (E)
	363 Spheal (E)	369 Relicanth (E)	438 Bonsly (33)	458 Mantyke (E)	476 Probopass (31)	
Rock Smash	HM06					
Rock Throw	074 Geodude (11)	075 Graveler (11)	076 Golem (11)	095 Onix (9)	185 Sudowoodo (1,14)	208 Steelix (9)
	218 Slugma (11)	219 Magcargo (1,11)	299 Nosepass (13)	337 Lunatone (9)	338 Solrock (9)	377 Regirock (9)
	438 Bonsly (14)					
Rock Tomb	TM39	095 Onix (17)	185 Sudowoodo (30)	208 Steelix (17)	343 Baltoy (15)	344 Claydol (15)
	369 Relicanth (15)	438 Bonsly (30)				
Rock Wrecker	464 Rhyperior (61)					
Role Play	Taught (for BP)	064 Kadabra (36)	096 Drowzee (E)	122 Mr. Mime (43)	234 Stantler (33)	327 Spinda (E)
	439 Mime Jr. (43)					
Rolling Kick	066 Machop (E)	106 Hitmonlee (9)	237 Hitmontop (1)	239 Elekid (E)		
Rollout	Taught (for BP)	027 Sandshrew (21)	028 Sandslash (21)	039 Jigglypuff (17)	074 Geodude (22)	075 Graveler (22)
	076 Golem (22)	095 Onix (E)	100 Voltorb (15)	101 Electrode (15)	108 Lickitung (33)	138 Omanyte (16)
	139 Omastar (16)	143 Snorlax (41)	155 Cyndaquil (40)	156 Quilava (46)	157 Typhlosion (46)	183 Marill (15)
	184 Azumarill (15)	185 Sudowoodo (E)	206 Dunsparce (17)	211 Qwilfish (17)	231 Phanpy (15)	232 Donphan (15)
	241 Miltank (19)	299 Nosepass (E)	320 Wailmer (11)	321 Wailord (1,11)	322 Numel (E)	361 Snorunt (E)
	399 Bidoof (13,E)	400 Bibarel (13)	417 Pachirisu (E)	438 Bonsly (E)	446 Munchlax (41)	463 Lickilicky (33)
Roost	TM51	016 Pidgey (37)	017 Pidgeotto (42)	018 Pidgeot (44)	021 Spearow (33)	022 Fearow (41)
	144 Articuno (57)	145 Zapdos (57)	146 Moltres (57)	149 Dragonite (1)	163 Hoothoot (45)	164 Noctowl (52)
	206 Dunsparce (33)	278 Wingull (29)	279 Pelipper (31)	441 Chatot (33)		

S

Move	Pokémon that can learn the move					
Sacred Fire	250 Ho-Oh (43)					
Safeguard	TM20	001 Bulbasaur (E)	012 Butterfree (34)	027 Sandshrew (E)	037 Vulpix (27)	038 Ninetales (1)
	058 Growlithe (E)	072 Tentacool (E)	079 Slowpoke (E)	086 Seel (51)	087 Dewgong (51)	115 Kangaskhan (E)
	122 Mr. Mime (50)	123 Scyther (E)	131 Lapras (43)	146 Moltres (43)	147 Dratini (41)	148 Dragonair (47)
	149 Dragonite (47)	150 Mewtwo (93)	152 Chikorita (39)	153 Bayleef (46)	154 Meganium (54)	165 Ledyba (14)
	166 Ledian (14)	175 Togepi (37)	176 Togetic (37)	179 Mareep (E)	194 Wooper (E)	202 Wobbuffet (1)
	213 Shuckle (14)	249 Lugia (65)	250 Ho-Oh (65)	251 Celebi (10)	333 Swablu (18)	334 Altaria (18)
	350 Milotic (45)	358 Chimecho (41)	360 Wynaut (15)	370 Luvdisc (51)	380 Latias (15)	381 Latios (15)
	436 Bronzor (30)	437 Bronzong (30)	439 Mime Jr. (50)	456 Finneon (29)	457 Lumineon (29)	488 Cresselia (11)
Sand Tomb	027 Sandshrew (27)	028 Sandslash (33)	051 Dugtrio (26)	095 Onix (46)	185 Sudowoodo (E)	204 Pineco (E)
	207 Gligar (E)	213 Shuckle (E)	328 Trapinch (25)	329 Vibrava (1,25)	330 Flygon (1,25)	387 Turtwig (E)
	438 Bonsly (E)	443 Gible (19,E)	444 Gabite (19)	445 Garchomp (19)	449 Hippopotas (25,E)	450 Hippowdon (25)
Sand-Attack	016 Pidgey (5)	017 Pidgeotto (1,5)	018 Pidgeot (1,5)	027 Sandshrew (7)	028 Sandslash (1,7)	050 Diglett (1)
	051 Dugtrio (1)	083 Farfetch'd (1)	133 Eevee (8)	134 Vaporeon (8)	135 Jolteon (8)	136 Flareon (8)
	140 Kabuto (21)	141 Kabutops (21)	179 Mareep (E)	190 Aipom (4)	196 Espeon (8)	197 Umbreon (8)
	207 Gligar (5)	227 Skarmory (6)	234 Stantler (16)	255 Torchic (19)	256 Combusken (21)	257 Blaziken (21)

S

Move	Pokémon that can learn the move					
Sand-Attack (continued)	261 Poochyena (9)	262 Mightyena (1,9)	263 Zigzagoon (13)	264 Linoone (13)	290 Nincada (9)	291 Ninjask (1,9)
	292 Shedinja (9)	296 Makuhita (4)	297 Hariyama (1,4)	328 Trapinch (9)	329 Vibrava (1,9)	330 Flygon (1,9)
	331 Cacnea (17)	332 Cacturne (17)	347 Anorith (E)	396 Starly (E)	424 Ambipom (1,4)	431 Glameow (E)
	443 Gible (3)	444 Gabite (1,3)	445 Garchomp (1,3)	449 Hippopotas (1)	450 Hippowdon (1)	451 Skorupi (E)
	470 Leafeon (8)	471 Glaceon (8)	472 Gliscor (1,5)			
Sandstorm	TM37	027 Sandshrew (37)	028 Sandslash (52)	095 Onix (22)	208 Steelix (22)	246 Larvitar (5)
	247 Pupitar (1,5)	248 Tyranitar (1,5)	299 Nosepass (37)	328 Trapinch (49)	329 Vibrava (49)	330 Flygon (49)
	331 Cacnea (53)	332 Cacturne (65)	343 Baltoy (37)	344 Claydol (40)	443 Gible (13)	444 Gabite (13)
	445 Garchomp (1,13)	476 Probopass (37)				
Scary Face	004 Charmander (19)	005 Charmeleon (21)	006 Charizard (21)	020 Raticate (20)	021 Spearow (E)	023 Ekans (E)
	066 Machop (43)	067 Machoke (44)	068 Machamp (44)	111 Rhyhorn (21)	112 Rhydon (21)	128 Tauros (11)
	136 Flareon (64)	142 Aerodactyl (1)	158 Totodile (15)	159 Croconaw (15)	160 Feraligatr (15)	167 Spinarak (5)
	168 Ariados (1,5)	209 Snubbull (1)	210 Granbull (1)	217 Ursaring (38)	232 Donphan (39)	246 Larvitar (19)
	247 Pupitar (19)	248 Tyranitar (19)	261 Poochyena (33)	262 Mightyena (37)	284 Masquerain (26)	318 Carvanha (11)
	319 Sharpedo (11)	322 Numel (E)	336 Seviper (E)	367 Huntail (19)	371 Bagon (40)	372 Shelgon (43)
	373 Salamence (43)	375 Metang (24)	376 Metagross (24)	382 Kyogre (5)	383 Groudon (5)	384 Rayquaza (5)
	403 Shinx (37)	404 Luxio (43)	405 Luxray (49)	408 Cranidos (19)	409 Rampardos (19)	410 Shieldon (E)
	434 Stunky (E)	443 Gible (E)	451 Skorupi (23)	452 Drapion (23)	464 Rhyperior (21)	473 Mamoswine (65)
	483 Dialga (1)	484 Palkia (1)	485 Heatran (41)	487 Giratina (A) (1)	487 Giratina (O) (1)	
Scratch	004 Charmander (1)	005 Charmeleon (1)	006 Charizard (1)	027 Sandshrew (1)	028 Sandslash (1)	029 Nidoran♀ (1)
	030 Nidorina (1)	031 Nidoqueen (1)	046 Paras (1)	047 Parasect (1)	050 Diglett (1)	051 Dugtrio (1)
	052 Meowth (1)	053 Persian (1)	054 Psyduck (1)	055 Golduck (1)	056 Mankey (1)	057 Primeape (1)
	140 Kabuto (1)	141 Kabutops (1)	158 Totodile (1)	159 Croconaw (1)	160 Feraligatr (1)	161 Sentret (1)
	162 Furret (1)	190 Aipom (1)	215 Sneasel (1)	216 Teddiursa (1)	217 Ursaring (1)	255 Torchic (1)
	256 Combusken (1)	257 Blaziken (1)	287 Slakoth (1)	288 Vigoroth (1)	289 Slaking (1)	290 Nincada (1)
	291 Ninjask (1)	292 Shedinja (1)	302 Sableye (1)	335 Zangoose (1)	347 Anorith (1)	348 Armaldo (1)
	352 Kecleon (1)	359 Absol (1)	390 Chimchar (1)	391 Monferno (1)	392 Infernape (1)	424 Ambipom (1)
	431 Glameow (5)	432 Purugly (1,5)	434 Stunky (1)	435 Skuntank (1)	461 Weavile (1)	
Screech	019 Rattata (E)	023 Ekans (17)	024 Arbok (17)	042 Golbat (1)	046 Paras (E)	048 Venonat (E)
	050 Diglett (E)	052 Meowth (17)	053 Persian (17)	054 Psyduck (31)	055 Golduck (31)	056 Mankey (21)
	057 Primeape (21)	072 Tentacool (36)	073 Tentacruel (42)	081 Magnemite (33)	082 Magneton (34)	088 Grimer (33)
	089 Muk (33)	090 Shellder (E)	095 Onix (6)	100 Voltorb (19)	101 Electrode (19)	104 Cubone (E)
	108 Lickitung (45)	109 Koffing (E)	125 Electabuzz (52)	140 Kabuto (E)	158 Totodile (34)	159 Croconaw (39)
	160 Feraligatr (45)	165 Ledyba (E)	169 Crobat (1)	170 Chinchou (E)	179 Mareep (E)	190 Aipom (25,E)
	193 Yanma (46)	197 Umbreon (64)	198 Murkrow (E)	200 Misdreavus (E)	206 Dunsparce (29)	207 Gligar (27)
	208 Steelix (6)	215 Sneasel (10)	222 Corsola (E)	223 Remoraid (E)	239 Elekid (43)	240 Magby (E)
	246 Larvitar (10)	247 Pupitar (1,10)	248 Tyranitar (1,10)	252 Treecko (21)	253 Grovyle (23)	254 Sceptile (23)
	291 Ninjask (20)	293 Whismur (31)	294 Loudred (37)	295 Exploud (37)	304 Aron (E)	318 Carvanha (18)
	319 Sharpedo (18)	329 Vibrava (41)	330 Flygon (41)	336 Seviper (19)	347 Anorith (E)	352 Kecleon (32)
	353 Shuppet (5)	354 Banette (1,8)	367 Huntail (10)	402 Kricketune (34)	408 Cranidos (37)	409 Rampardos (43)
	410 Shieldon (E)	424 Ambipom (25)	434 Stunky (7)	435 Skuntank (7)	446 Munchlax (20)	447 Riolu (24)
	451 Skorupi (E)	461 Weavile (10)	462 Magnezone (34)	463 Lickilicky (45)	466 Electivire (52)	469 Yanmega (46)
	472 Gliscor (27)					
Secret Power	TM43					
Seed Bomb	Taught (for BP)	001 Bulbasaur (37)	103 Exeggutor (1)	191 Sunkern (45)	285 Shroomish (41,E)	286 Breloom (41)
	331 Cacnea (E)	387 Turtwig (E)	459 Snover (E)			
Seed Flare	492 Shaymin (L) (100)	492 Shaymin (S) (100)				
Seismic Toss	056 Mankey (17)	057 Primeape (17)	066 Machop (19)	067 Machoke (19)	068 Machamp (19)	127 Pinsir (8)
	216 Teddiursa (E)	241 Miltank (E)	296 Makuhita (31)	297 Hariyama (37)	493 Arceus (1)	
Selfdestruct	074 Geodude (18)	075 Graveler (18)	076 Golem (18)	100 Voltorb (29)	101 Electrode (29)	109 Koffing (19)
	110 Weezing (19)	185 Sudowoodo (E)	204 Pineco (6)	205 Forretress (1,6)	343 Baltoy (19)	344 Claydol (19)
	438 Bonsly (E)					
Shadow Ball	TM30	092 Gastly (29)	093 Haunter (33)	094 Gengar (33)	200 Misdreavus (37)	292 Shedinja (59)
	302 Sableye (53)	353 Shuppet (31)	354 Banette (31)	425 Drifloon (38)	426 Drifblim (44)	
Shadow Claw	TM65	006 Charizard (1)	302 Sableye (39)	352 Kecleon (49)	371 Bagon (E)	487 Giratina(A) (42)
	487 Giratina (O) (42)					
Shadow Force	487 Giratina (A) (46)	487 Giratina (O) (46)				
Shadow Punch	088 Grimer (E)	093 Haunter (25)	094 Gengar (25)	356 Dusclops (37)	477 Dusknoir (37)	

Move	Pokémon that can learn the move					
Shadow Sneak	088 Grimer (E)	167 Spinarak (19)	168 Ariados (19)	200 Misdreavus (E)	280 Ralts (E)	292 Shedinja (38)
	302 Sableye (25)	352 Kecleon (22)	353 Shuppet (20,E)	354 Banette (20)	355 Duskull (22)	356 Dusclops (22)
	442 Spiritomb (1,E)	477 Dusknoir (22)	487 Giratina (A) (19)	487 Giratina (O) (19)		
Sharpen	137 Porygon (1)					
Sheer Cold	087 Dewgong (34)	131 Lapras (55)	144 Articuno (78)	362 Glalie (59)	363 Spheal (49)	364 Sealeo (55)
	365 Walrein (65)	382 Kyogre (75)	459 Snover (46)	460 Abomasnow (58)		
Shock Wave	TM34	125 Electabuzz (19)	239 Elekid (19)	466 Electivire (19)	479 Rotom (22)	
Signal Beam	Taught (for BP)	048 Venonat (35,E)	049 Venomoth (37)	086 Seel (E)	087 Dewgong (1,7)	116 Horsea (E)
	137 Porygon (29)	167 Spinarak (E)	170 Chinchou (31)	171 Lanturn (35)	179 Mareep (32)	180 Flaaffy (36)
	181 Ampharos (42)	193 Yanma (E)	211 Qwilfish (E)	223 Remoraid (36)	224 Octillery (42)	226 Mantine (1)
	233 Porygon2 (29)	283 Surskit (E)	313 Volbeat (25)	363 Spheal (E)	458 Mantyke (E)	474 Porygon-Z (29)
Silver Wind	TM62	012 Butterfree (28)	049 Venomoth (1)	123 Scyther (E)	165 Ledyba (25,E)	166 Ledian (29)
	193 Yanma (E)	267 Beautifly (34)	269 Dustox (34)	284 Masquerain (40)	290 Nincada (E)	313 Volbeat (E)
	314 Illumise (E)	414 Mothim (38)	456 Finneon (49)	457 Lumineon (59)		
Sing	035 Clefairy (7)	036 Clefable (1)	039 Jigglypuff (1)	040 Wigglytuff (1)	113 Chansey (23)	131 Lapras (1)
	173 Cleffa (7)	174 Igglybuff (1)	238 Smoochum (18)	242 Blissey (23)	298 Azurill (E)	300 Skitty (11)
	301 Delcatty (1)	311 Plusle (E)	312 Minun (E)	333 Swablu (9)	334 Altaria (1,9)	402 Kricketune (18)
	441 Chatot (13)					
Sketch	235 Smeargle (1)	235 Smeargle (11)	235 Smeargle (21)	235 Smeargle (31)	235 Smeargle (41)	235 Smeargle (51)
	235 Smeargle (61)	235 Smeargle (71)	235 Smeargle (81)	235 Smeargle (91)		
Skill Swap	TM48					
Skull Bash	001 Bulbasaur (E)	007 Squirtle (31)	008 Wartortle (36)	009 Blastoise (39)	029 Nidoran♀ (E)	104 Cubone (E)
	111 Rhyhorn (E)	319 Sharpedo (50)	324 Torkoal (E)	369 Relicanth (E)	459 Snover (E)	
Sky Attack	Taught (for BP)	021 Spearow (E)	146 Moltres (78)	163 Hoothoot (E)	164 Noctowl (1)	198 Murkrow (E)
	227 Skarmory (E)	249 Lugia (99)	250 Ho-Oh (99)	276 Taillow (E)	334 Altaria (70)	468 Togekiss (1)
Sky Uppercut	107 Hitmonchan (36)	256 Combusken (50)	257 Blaziken (59)	286 Breloom (33)	427 Buneary (E)	447 Riolu (E)
Slack Off	079 Slowpoke (39)	080 Slowbro (41)	287 Slakoth (13)	289 Slaking (1,13)	390 Chimchar (39)	391 Monferno (46)
	449 Hippopotas (E)					
Slam	023 Ekans (E)	025 Pikachu (21)	069 Bellsprout (41)	070 Weepinbell (41)	086 Seel (E)	095 Onix (25)
	098 Krabby (35,E)	099 Kingler (44)	108 Lickitung (29)	114 Tangela (43)	138 Omanyte (E)	147 Dratini (21)
	148 Dragonair (21)	149 Dragonite (21)	161 Sentret (25)	162 Furret (28)	185 Sudowoodo (38)	190 Aipom (E)
	194 Wooper (15)	195 Quagsire (15)	208 Steelix (25)	226 Mantine (E)	231 Phanpy (24)	232 Donphan (24)
	252 Treecko (36)	253 Grovyle (41)	254 Sceptile (43)	298 Azurill (15,E)	357 Tropius (E)	408 Cranidos (E)
	438 Bonsly (38)	455 Carnivine (E)	458 Mantyke (E)	463 Lickilicky (29)	465 Tangrowth (43)	
Slash	004 Charmander (28)	005 Charmeleon (32)	006 Charizard (32)	027 Sandshrew (31)	028 Sandslash (40)	046 Paras (22)
	047 Parasect (22)	050 Diglett (34)	051 Dugtrio (40)	052 Meowth (33)	053 Persian (37)	083 Farfetch'd (19)
	123 Scyther (29)	141 Kabutops (40)	158 Totodile (29)	159 Croconaw (33)	160 Feraligatr (37)	161 Sentret (E)
	207 Gligar (31)	212 Scizor (29)	215 Sneasel (35)	216 Teddiursa (29)	217 Ursaring (29)	227 Skarmory (42)
	255 Torchic (34)	256 Combusken (39)	257 Blaziken (42)	264 Linoone (41)	287 Slakoth (E)	288 Vigoroth (31)
	291 Ninjask (31)	319 Sharpedo (30)	335 Zangoose (18)	347 Anorith (43)	348 Armaldo (46)	352 Kecleon (27)
	359 Absol (36)	402 Kricketune (26)	416 Vespiquen (31)	418 Buizel (E)	431 Glameow (37)	432 Purugly (37)
	434 Stunky (22)	435 Skuntank (22)	443 Gible (25)	444 Gabite (28)	445 Garchomp (28)	451 Skorupi (E)
	469 Yanmega (43)	475 Gallade (22)	483 Dialga (15)	484 Palkia (15)	487 Giratina (A) (15)	487 Giratina (O) (15)
	488 Cresselia (47)					
Sleep Powder	001 Bulbasaur (13)	002 Ivysaur (13)	003 Venusaur (13)	012 Butterfree (12)	043 Oddish (17)	044 Gloom (17)
	048 Venonat (29)	049 Venomoth (29)	069 Bellsprout (13)	070 Weepinbell (13)	071 Victreebel (1)	102 Exeggcute (23)
	114 Tangela (5)	187 Hoppip (16)	188 Skiploom (16)	189 Jumpluff (16)	315 Roselia (E)	406 Budew (E)
	455 Carnivine (E)	465 Tangrowth (5)				
Sleep Talk	TM82	079 Slowpoke (E)	108 Lickitung (E)	118 Goldeen (E)	131 Lapras (E)	143 Snorlax (28)
	216 Teddiursa (E)	241 Miltank (E)	287 Slakoth (E)	293 Whismur (41)	294 Loudred (51)	295 Exploud (55)
	320 Wailmer (E)	324 Torkoal (E)	369 Relicanth (E)			
Sludge	001 Bulbasaur (E)	088 Grimer (20)	089 Muk (20)	109 Koffing (24)	110 Weezing (24)	258 Mudkip (E)
	316 Gulpin (14)	317 Swalot (1,14)	422 Shellos (E)			
Sludge Bomb	TM36	088 Grimer (36)	089 Muk (36)	109 Koffing (42)	110 Weezing (48)	316 Gulpin (39)
	317 Swalot (45)	453 Croagunk (43)	454 Toxicroak (49)			
Smellingsalt	056 Mankey (E)	066 Machop (E)	108 Lickitung (E)	209 Snubbull (E)	255 Torchic (E)	293 Whismur (E)
	296 Makuhita (22)	297 Hariyama (22)	304 Aron (E)	327 Spinda (E)	331 Cacnea (E)	453 Croagunk (E)
Smog	109 Koffing (6)	110 Weezing (1,6)	126 Magmar (1)	136 Flareon (57)	218 Slugma (1)	219 Magcargo (1)
	228 Houndour (9)	229 Houndoom (1,9)	240 Magby (1)	316 Gulpin (E)	324 Torkoal (4)	434 Stunky (E)
	467 Magmortar (1)					

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Move	Pokémon that can learn the move					
Smokescreen	004 Charmander (10)	005 Charmeleon (10)	006 Charizard (1,10)	109 Koffing (10)	110 Weezing (1,10)	116 Horsea (4)
	117 Seadra (1,4)	126 Magmar (10)	155 Cyndaquil (6)	156 Quilava (1,6)	157 Typhlosion (1,6)	218 Slugma (E)
	230 Kingdra (1,4)	240 Magby (10)	293 Whismur (E)	324 Torkoal (20)	434 Stunky (14)	435 Skuntank (14)
	442 Spiritomb (E)	467 Magmortar (1,10)				
Snatch	TM49	353 Shuppet (43)	354 Banette (51)	386 Deoxys (N) (49)	386 Deoxys (D) (49)	
Snore	Taught (for BP)	079 Slowpoke (E)	108 Lickitung (E)	143 Snorlax (28)	206 Dunsparce (E)	209 Snubbull (E)
	216 Teddiursa (43)	217 Ursaring (49)	223 Remoraid (E)	231 Phanpy (E)	287 Slakoth (E)	293 Whismur (E)
	320 Wailmer (E)	325 Spoink (29)	326 Grumpig (29)	339 Barboach (31)	340 Whiscash (33)	363 Spheal (37)
	364 Sealeo (39)	365 Walrein (39)	369 Relicanth (E)	393 Piplup (E)		
Softboiled	113 Chansey (12)	242 Blissey (12)				
Solarbeam	TM22	002 Ivysaur (44)	003 Venusaur (53)	045 Vileplume (65)	102 Exeggcute (43)	146 Moltres (71)
	152 Chikorita (45)	153 Bayleef (54)	154 Meganium (66)	192 Sunflora (41)	338 Solrock (53)	357 Tropius (51)
	383 Groudon (80)	420 Cherubi (37)	421 Cherrim (43)			
SonicBoom	081 Magnemite (14)	082 Magneton (14)	100 Voltorb (8)	101 Electrode (1,8)	167 Spinarak (E)	193 Yanma (14)
	329 Vibrava (1)	330 Flygon (1)	418 Buizel (1)	419 Floatzel (1)	462 Magnezone (14)	469 Yanmega (14)
Spacial Rend	484 Palkia (46)					
Spark	081 Magnemite (22)	082 Magneton (22)	100 Voltorb (12)	101 Electrode (1,12)	170 Chinchou (20)	171 Lanturn (20)
	243 Raikou (29)	309 Electrike (20)	310 Manectric (20)	311 Plusle (15)	312 Minun (15)	339 Barboach (E)
	403 Shinx (13)	404 Luxio (13)	405 Luxray (13)	417 Pachirisu (13)	462 Magnezone (22)	
Spider Web	167 Spinarak (29)	168 Ariados (32)				
Spike Cannon	091 Cloyster (40)	139 Omastar (40)	222 Corsola (40)			
Spikes	091 Cloyster (28)	138 Omanyte (E)	204 Pineco (28)	205 Forretress (28)	211 Qwilfish (1)	227 Skarmory (28)
	315 Roselia (E)	331 Cacnea (33)	332 Cacturne (35)	361 Snorunt (E)	386 Deoxys (D) (33)	406 Budew (E)
Spit Up	023 Ekans (25)	024 Arbok (28)	071 Victreebel (1)	086 Seel (E)	088 Grimer (E)	171 Lanturn (27)
	194 Wooper (E)	211 Qwilfish (25)	218 Slugma (E)	279 Pelipper (38)	303 Mawile (51)	316 Gulpin (34)
	317 Swalot (38)	322 Numel (E)	336 Seviper (E)	345 Lileep (57)	346 Cradily (66)	363 Spheal (E)
	387 Turtwig (E)	422 Shellos (E)	425 Drifloon (27)	426 Drifblim (27)	449 Hippopotas (E)	455 Carnivine (31)
Spite	Taught (for BP)	023 Ekans (E)	037 Vulpix (E)	052 Meowth (E)	092 Gastly (5)	093 Haunter (1,5)
	094 Gengar (1,5)	109 Koffing (E)	190 Aipom (E)	200 Misdreavus (5,E)	206 Dunsparce (21)	215 Sneasel (E)
	228 Houndour (E)	234 Stantler (E)	292 Shedinja (25)	353 Shuppet (16)	354 Banette (16)	429 Mismagius (1)
	442 Spiritomb (1)					
Splash	060 Poliwag (E)	116 Horsea (E)	129 Magikarp (1)	173 Cleffa (E)	187 Hoppip (1)	188 Skiploom (1)
	189 Jumpluff (1)	225 Delibird (E)	226 Mantine (E)	298 Azurill (1)	320 Wailmer (1)	321 Wailord (1)
	325 Spoink (1)	326 Grumpig (1)	349 Feebas (1)	360 Wynaut (1)	370 Luvdisc (E)	427 Buneary (1)
	428 Lopunny (1)	456 Finneon (E)	458 Mantyke (E)			
Spore	046 Paras (17)	047 Parasect (17)	285 Shroomish (45)			
Stealth Rock	TM76					
Steel Wing	TM47	016 Pidgey (E)	083 Farfetch'd (E)	142 Aerodactyl (E)	177 Natu (E)	227 Skarmory (34)
Stockpile	023 Ekans (25)	024 Arbok (28)	071 Victreebel (1)	086 Seel (E)	088 Grimer (E)	171 Lanturn (27)
	194 Wooper (E)	211 Qwilfish (25)	218 Slugma (E)	279 Pelipper (38)	303 Mawile (51)	316 Gulpin (34)
	317 Swalot (38)	322 Numel (E)	336 Seviper (E)	345 Lileep (57)	346 Cradily (66)	363 Spheal (E)
	387 Turtwig (E)	422 Shellos (E)	425 Drifloon (22)	426 Drifblim (22)	446 Munchlax (25)	449 Hippopotas (E)
	455 Carnivine (31)					
Stomp	077 Ponyta (19)	078 Rapidash (19)	079 Slowpoke (E)	098 Krabby (25)	099 Kingler (25)	103 Exeggutor (1,17)
	108 Lickitung (21)	111 Rhyhorn (9)	112 Rhydon (1,9)	115 Kangaskhan (E)	203 Girafarig (10)	234 Stantler (13)
	241 Miltank (8)	244 Entei (29)	246 Larvitar (E)	258 Mudkip (E)	293 Whismur (25)	294 Loudred (29)
	295 Exploud (29)	304 Aron (E)	322 Numel (E)	357 Tropius (17)	377 Regirock (1)	378 Regice (1)
	379 Registeel (1)	408 Cranidos (E)	459 Snover (E)	463 Lickilicky (21)	464 Rhyperior (1,9)	
Stone Edge	TM71	074 Geodude (39)	075 Graveler (49)	076 Golem (49)	095 Onix (54)	111 Rhyhorn (45)
	112 Rhydon (45)	208 Steelix (54)	246 Larvitar (46)	247 Pupitar (54)	248 Tyranitar (54)	299 Nosepass (61)
	377 Regirock (73)	464 Rhyperior (45)	476 Probopass (61)	485 Heatran (88)		
Strength	HM04					
String Shot	Taught (for BP)	010 Caterpie (1)	013 Weedle (1)	167 Spinarak (1)	168 Ariados (1)	265 Wurmple (1)
Struggle						
Stun Spore	012 Butterfree (12)	043 Oddish (15)	044 Gloom (15)	045 Vileplume (1)	046 Paras (6)	047 Parasect (1,6)
	048 Venonat (23)	049 Venomoth (23)	069 Bellsprout (17)	070 Weepinbell (17)	102 Exeggcute (19)	114 Tangela (29)
	182 Bellossom (1)	187 Hoppip (14)	188 Skiploom (14)	189 Jumpluff (14)	267 Beautifly (17)	284 Masquerain (33)
	285 Shroomish (9)	286 Breloom (1,9)	315 Roselia (10)	406 Budew (10)	455 Carnivine (E)	465 Tangrowth (29)

Move	Pokémon that can learn the move					
Submission	062 Poliwrath (1)	066 Machop (31)	067 Machoke (32)	068 Machamp (32)	127 Pinsir (42)	
Substitute	TM90	108 Lickitung (E)	113 Chansey (E)	115 Kangaskhan (E)	122 Mr. Mime (29)	131 Lapras (E)
	143 Snorlax (E)	161 Sentret (E)	173 Cleffa (E)	175 Togepi (E)	183 Marill (E)	263 Zigzagoon (E)
	300 Skitty (E)	311 Plusle (E)	312 Minun (E)	325 Spoink (E)	352 Kecleon (37)	359 Absol (E)
	439 Mime Jr. (29)	440 Happiny (E)	446 Munchlax (E)	479 Rotom (36)		
Sucker Punch	Taught (for BP)	019 Rattata (19)	020 Raticate (19)	032 Nidoran♂ (E)	050 Diglett (23)	051 Dugtrio (23)
	092 Gastly (22)	093 Haunter (22)	094 Gengar (22)	115 Kangaskhan (46)	161 Sentret (31)	162 Furret (36)
	167 Spinarak (26)	168 Ariados (28)	177 Natu (E)	185 Sudowoodo (41)	198 Murkrow (45)	200 Misdreavus (E)
	261 Poochyena (49,E)	262 Mightyena (62)	300 Skitty (E)	303 Mawile (46,E)	327 Spinda (32)	331 Cacnea (37)
	332 Cacturne (41)	352 Kecleon (43)	353 Shuppet (35)	354 Banette (35)	359 Absol (44,E)	431 Glameow (41)
	438 Bonsly (41)	442 Spiritomb (31)	453 Croagunk (31)	454 Toxicroak (31)		
Sunny Day	TM11	126 Magmar (49)	146 Moltres (85)	182 Bellossom (1)	191 Sunkern (37)	192 Sunflora (37)
	240 Magby (43)	250 Ho-Oh (29)	273 Seedot (31)	351 Castform (20)	420 Cherubi (22)	421 Cherrim (22)
	437 Bronzong (1)	467 Magmortar (52)	470 Leafeon (64)			
Super Fang	Taught (for BP)	019 Rattata (28)	020 Raticate (34)	399 Bidoof (37)	400 Bibarel (43)	417 Pachirisu (33)
Super Power	Taught (for BP)	031 Nidoqueen (58)	127 Pinsir (52)	158 Totodile (43)	159 Croconaw (51)	160 Feraligatr (63)
	183 Marill (E)	341 Corphish (E)	377 Regirock (25)	378 Regice (25)	379 Registeel (25)	386 Deoxys (A) (49)
	387 Turtwig (E)	399 Bidoof (41)	400 Bibarel (48)			
Supersonic	012 Butterfree (18)	029 Nidoran♀ (E)	032 Nidoran♂ (E)	041 Zubat (5)	042 Golbat (1,5)	048 Venonat (5)
	049 Venomoth (1,5)	072 Tentacool (5)	073 Tentacruel (1,5)	081 Magnemite (11)	082 Magneton (1,11)	084 Doduo (E)
	090 Shellder (8)	091 Cloyster (1)	108 Lickitung (5)	118 Goldeen (7)	119 Seaking (1,7)	138 Omanyte (E)
	142 Aerodactyl (1)	147 Dratini (E)	163 Hoothoot (E)	165 Ledyba (6)	166 Ledian (1,6)	169 Crobat (1,5)
	170 Chinchou (1)	171 Lanturn (1)	183 Marill (E)	193 Yanma (22)	211 Qwilfish (E)	223 Remoraid (E)
	226 Mantine (1,4)	276 Taillow (E)	278 Wingull (6)	279 Pelipper (6)	293 Whismur (21)	294 Loudred (23)
	295 Exploud (23)	329 Vibrava (33)	330 Flygon (33)	366 Clamperl (E)	370 Luvdisc (E)	393 Piplup (E)
	441 Chatot (E)	458 Mantyke (4)	462 Magnezone (1,11)	463 Lickilicky (5)	469 Yanmega (22)	489 Phione (16)
	490 Manaphy (16)					
Surf	Hm03					
Swagger	TM87	019 Rattata (E)	056 Mankey (33)	057 Primeape (35)	096 Drowzee (37)	097 Hypno (45)
	128 Tauros (41)	186 Politoed (27)	199 Slowking (43)	234 Stantler (E)	244 Entei (43)	255 Torchic (E)
	261 Poochyena (25)	262 Mightyena (27)	274 Nuzleaf (43)	285 Shroomish (E)	289 Slaking (36)	293 Whismur (E)
	318 Carvanha (21)	319 Sharpedo (21)	320 Wailmer (E)	336 Seviper (37)	364 Sealeo (32)	365 Walrein (32)
	395 Empoleon (24)	403 Shinx (25)	404 Luxio (28)	405 Luxray (28)	410 Shieldon (24)	411 Bastiodon (24)
	416 Vespiquen (39)	430 Honchkrow (25)	432 Purugly (38)	453 Croagunk (24)	454 Toxicroak (24)	459 Snover (17)
	460 Abomasnow (17)					
Swallow	023 Ekans (25)	024 Arbok (28)	071 Victreebel (1)	086 Seel (E)	088 Grimer (E)	171 Lanturn (27)
	194 Wooper (E)	218 Slugma (E)	279 Pelipper (38)	303 Mawile (51)	316 Gulpin (34)	317 Swalot (38)
	322 Numel (E)	336 Seviper (E)	345 Lileep (57)	346 Cradily (66)	363 Spheal (E)	387 Turtwig (E)
	422 Shellos (E)	425 Drifloon (27)	426 Drifblim (27)	446 Munchlax (28)	449 Hippopotas (E)	455 Carnivine (31)
Sweet Kiss	172 Pichu (13)	173 Cleffa (10)	174 Igglybuff (13)	175 Togepi (10)	176 Togetic (1,10)	238 Smoochum (8)
	311 Plusle (E)	312 Minun (E)	370 Luvdisc (27)	417 Pachirisu (25)	427 Buneary (E)	440 Happiny (12)
	456 Finneon (E)	492 Shaymin (L) (82)	492 Shaymin (S) (82)			
Sweet Scent	001 Bulbasaur (21)	002 Ivysaur (23)	003 Venusaur (23)	043 Oddish (5)	044 Gloom (1,5)	046 Paras (E)
	069 Bellsprout (29)	070 Weepinbell (29)	071 Victreebel (1)	152 Chikorita (28)	153 Bayleef (32)	154 Meganium (34)
	182 Bellossom (1)	191 Sunkern (E)	213 Shuckle (E)	216 Teddiursa (22)	217 Ursaring (22)	270 Lotad (E)
	283 Surskit (13)	284 Masquerain (1,13)	303 Mawile (16)	314 Illumise (5)	315 Roselia (31)	357 Tropius (21)
	407 Roserade (1)	415 Combee (1)	416 Vespiquen (1)	420 Cherubi (E)	455 Carnivine (17)	492 Shaymin (L) (37)
	492 Shaymin (S) (37)					
Swift	Taught (for BP)	027 Sandshrew (15)	028 Sandslash (15)	100 Voltorb (33)	101 Electrode (35)	120 Staryu (24)
	121 Starmie (1)	125 Electabuzz (16)	150 Mewtwo (15)	155 Cyndaquil (28)	156 Quilava (31)	157 Typhlosion (31)
	165 Ledyba (33)	166 Ledian (41)	190 Aipom (22)	196 Espeon (29)	204 Pineco (E)	227 Skarmory (9)
	239 Elekid (16)	309 Electrike (E)	311 Plusle (29)	312 Minun (29)	342 Crawdaunt (30)	385 Jirachi (10)
	386 Deoxys (S) (49)	417 Pachirisu (21)	418 Buizel (15)	419 Floatzel (15)	424 Ambipom (22)	466 Electivire (16)
	480 Uxie (21)	481 Mesprit (21)	482 Azelf (21)			
Switcheroo	023 Ekans (E)	053 Persian (1)	097 Hypno (1)	264 Linoone (1)	309 Electrike (E)	336 Seviper (E)
	427 Buneary (E)					

S

Move	Pokémon that can learn the move					
Swords Dance	TM75	004 Charmander (E)	020 Raticate (1)	027 Sandshrew (E)	043 Oddish (E)	069 Bellsprout (E)
	083 Farfetch'd (25)	098 Krabby (E)	104 Cubone (E)	111 Rhyhorn (E)	123 Scyther (57)	127 Pinsir (38)
	207 Gligar (34)	212 Scizor (57)	291 Ninjask (25)	303 Mawile (E)	335 Zangoose (9)	341 Corphish (44)
	342 Crawdaunt (52)	347 Anorith (E)	359 Absol (25)	395 Empoleon (11)	448 Lucario (33)	470 Leafeon (78)
	472 Gliscor (34)	475 Gallade (25)				
Synthesis	Taught (for BP)	001 Bulbasaur (33)	002 Ivysaur (39)	003 Venusaur (45)	043 Oddish (E)	069 Bellsprout (E)
	102 Exeggcute (E)	152 Chikorita (12)	153 Bayleef (12)	154 Meganium (12)	187 Hoppip (4)	188 Skiploom (1,4)
	189 Jumpluff (1,4)	191 Sunkern (33)	252 Treecko (E)	270 Lotad (E)	273 Seedot (21)	315 Roselia (46,E)
	357 Tropius (41,E)	387 Turtwig (33)	388 Grotle (37)	389 Torterra (39)	406 Budew (E)	455 Carnivine (E)
	470 Leafeon (29)	492 Shaymin (L) (28)				

T

Move	Pokémon that can learn the move					
Tackle	001 Bulbasaur (1)	002 Ivysaur (1)	003 Venusaur (1)	007 Squirtle (1)	008 Wartortle (1)	009 Blastoise (1)
	010 Caterpie (1)	016 Pidgey (1)	017 Pidgeotto (1)	018 Pidgeot (1)	019 Rattata (1)	020 Raticate (1)
	048 Venonat (1)	049 Venomoth (1)	074 Geodude (1)	075 Graveler (1)	076 Golem (1)	077 Ponyta (1)
	079 Slowpoke (1)	080 Slowbro (1)	081 Magnemite (1)	082 Magneton (1)	090 Shellder (1)	095 Onix (1)
	100 Voltorb (5)	101 Electrode (1,5)	109 Koffing (1)	110 Weezing (1)	120 Staryu (1)	128 Tauros (1)
	129 Magikarp (15)	133 Eevee (1)	134 Vaporeon (1)	135 Jolteon (1)	136 Flareon (1)	137 Porygon (1)
	143 Snorlax (1)	152 Chikorita (1)	153 Bayleef (1)	154 Meganium (1)	155 Cyndaquil (1)	156 Quilava (1)
	157 Typhlosion (1)	163 Hoothoot (1)	164 Noctowl (1)	165 Ledyba (1)	166 Ledian (1)	179 Mareep (1)
	180 Flaaffy (1)	181 Ampharos (1)	183 Marill (1)	184 Azumarill (1)	187 Hoppip (10)	188 Skiploom (1,10)
	189 Jumpluff (1,10)	193 Yanma (1)	196 Espeon (1)	197 Umbreon (1)	199 Slowking (1)	203 Girafarig (1)
	204 Pineco (1)	205 Forretress (1)	208 Steelix (1)	209 Snubbull (1)	210 Granbull (1)	211 Qwilfish (1)
	214 Heracross (1)	220 Swinub (1)	222 Corsola (1)	226 Mantine (1)	231 Phanpy (1)	233 Porygon2 (1)
	234 Stantler (1)	236 Tyrogue (1)	241 Miltank (1)	258 Mudkip (1)	259 Marshtomp (1)	260 Swampert (1)
	261 Poochyena (1)	262 Mightyena (1)	263 Zigzagoon (1)	264 Linoone (1)	265 Wurmple (1)	285 Shroomish (5)
	286 Breloom (1,5)	296 Makuhita (1)	297 Hariyama (1)	299 Nosepass (1)	300 Skitty (1)	304 Aron (1)
	305 Lairon (1)	306 Aggron (1)	309 Electrike (1)	310 Manectric (1)	313 Volbeat (1)	314 Illumise (1)
	322 Numel (1)	323 Camerupt (1)	327 Spinda (1)	337 Lunatone (1)	338 Solrock (1)	349 Feebas (15)
	351 Castform (1)	369 Relicanth (1)	370 Luvdisc (1)	387 Turtwig (1)	388 Grotle (1)	389 Torterra (1)
	394 Prinplup (1)	395 Empoleon (1)	396 Starly (1)	397 Staravia (1)	398 Staraptor (1)	399 Bidoof (1)
	400 Bibarel (1)	403 Shinx (1)	404 Luxio (1)	405 Luxray (1)	410 Shieldon (1)	411 Bastiodon (1)
	412 Burmy (10)	413 Wormadam (P) (1)	413 Wormadam (S) (1)	413 Wormadam (T) (1)	414 Mothim (1)	420 Cherubi (1)
	421 Cherrim (1)	436 Bronzor (1)	437 Bronzong (1)	443 Gible (1)	444 Gabite (1)	445 Garchomp (1)
	446 Munchlax (1)	449 Hippopotas (1)	450 Hippowdon (1)	458 Mantyke (1)	462 Magnezone (1)	469 Yanmega (1)
	470 Leafeon (1)	471 Glaceon (1)	474 Porygon-Z (1)	476 Probopass (1)		
Tail Glow	313 Volbeat (21)	490 Manaphy (1)				
Tail Whip	007 Squirtle (4)	008 Wartortle (1,4)	009 Blastoise (1,4)	019 Rattata (1)	020 Raticate (1)	025 Pikachu (5)
	026 Raichu (1)	029 Nidoran♀ (7)	030 Nidorina (7)	031 Nidoqueen (1)	037 Vulpix (4)	052 Meowth (E)
	054 Psyduck (5)	055 Golduck (1,5)	077 Ponyta (6)	078 Rapidash (1,6)	104 Cubone (3)	105 Marowak (1,3)
	111 Rhyhorn (1)	112 Rhydon (1)	113 Chansey (5)	115 Kangaskhan (10)	118 Goldeen (1)	119 Seaking (1)
	128 Tauros (3)	133 Eevee (1)	134 Vaporeon (1)	135 Jolteon (1)	136 Flareon (1)	172 Pichu (5)
	183 Marill (7)	184 Azumarill (1,7)	187 Hoppip (7)	188 Skiploom (1,7)	189 Jumpluff (1,7)	190 Aipom (1)
	194 Wooper (1)	195 Quagsire (1)	196 Espeon (1)	197 Umbreon (1)	209 Snubbull (1)	210 Granbull (1)
	242 Blissey (5)	263 Zigzagoon (5)	264 Linoone (1,5)	298 Azurill (7)	300 Skitty (1)	352 Kecleon (1)
	424 Ambipom (1)	431 Glameow (E)	464 Rhyperior (1)	470 Leafeon (1)	471 Glaceon (1)	
Tailwind	Taught (for BP)	012 Butterfree (30)	016 Pidgey (41)	017 Pidgeotto (47)	018 Pidgeot (50)	144 Articuno (64)
	178 Xatu (27)	245 Suicune (57)	279 Pelipper (50)			
Take Down	001 Bulbasaur (15)	002 Ivysaur (15)	003 Venusaur (15)	029 Nidoran♀ (E)	032 Nidoran♂ (E)	058 Growlithe (31)
	077 Ponyta (28)	078 Rapidash (28)	086 Seel (37)	087 Dewgong (37)	090 Shellder (E)	111 Rhyhorn (33)
	112 Rhydon (33)	128 Tauros (35)	133 Eevee (43)	142 Aerodactyl (41)	163 Hoothoot (25)	164 Noctowl (27)
	170 Chinchou (23)	171 Lanturn (23)	179 Mareep (E)	203 Girafarig (E)	204 Pineco (12)	205 Forretress (12)
	206 Dunsparce (37)	209 Snubbull (37)	210 Granbull (43)	211 Qwilfish (41)	214 Heracross (31)	216 Teddiursa (E)
	220 Swinub (32,E)	221 Piloswine (32)	226 Mantine (31)	231 Phanpy (10)	234 Stantler (21)	258 Mudkip (28)
	259 Marshtomp (31)	260 Swampert (31)	261 Poochyena (45)	262 Mightyena (52)	273 Seedot (E)	293 Whismur (E)
	304 Aron (25)	305 Lairon (25)	306 Aggron (25)	318 Carvanha (38)	322 Numel (21)	323 Camerupt (21)
	333 Swablu (28)	334 Altaria (28)	339 Barboach (E)	358 Chimecho (22)	369 Relicanth (29)	370 Luvdisc (14)
	374 Beldum (1)	375 Metang (1)	376 Metagross (1)	396 Starly (29)	397 Staravia (33)	398 Staraptor (33)
	399 Bidoof (33)	400 Bibarel (38)	403 Shinx (E)	408 Cranidos (15)	409 Rampardos (15)	410 Shieldon (15)

Move	Pokémon that can learn the move					
Take Down (continued)	411 Bastiodon (15)	420 Cherubi (31)	421 Cherrim (35)	443 Gible (15)	444 Gabite (15)	445 Garchomp (15)
	449 Hippopotas (19)	450 Hippowdon (19)	458 Mantyke (31)	464 Rhyperior (33)	473 Mamoswine (32)	
Taunt	TM12	052 Meowth (25)	053 Persian (25)	198 Murkrow (31)	215 Sneasel (1)	261 Poochyena (37)
	262 Mightyena (42)	319 Sharpedo (40)	335 Zangoose (35)	341 Corphish (32)	342 Crawdaunt (34)	359 Absol (9)
	386 Deoxys (A) (25)	390 Chimchar (9)	391 Monferno (9)	392 Infernape (1,9)	402 Kricketune (38)	410 Shieldon (6)
	411 Bastiodon (1,6)	441 Chatot (25)	453 Croagunk (10)	454 Toxicroak (10)	461 Weavile (1)	
Teeter Dance	043 Oddish (E)	122 Mr. Mime (E)	327 Spinda (37)	331 Cacnea (E)	439 Mime Jr. (E)	
Teleport	063 Abra (1)	064 Kadabra (1)	065 Alakazam (1)	177 Natu (9)	178 Xatu (9)	280 Ralts (12)
	281 Kirlia (1,12)	282 Gardevoir (1,12)	344 Claydol (1)	386 Deoxys (N) (17)	386 Deoxys (A) (17)	386 Deoxys (D) (17)
	475 Gallade (1,12)					
Thief	TM46	262 Mightyena (57)	352 Kecleon (1)			
Thrash	034 Nidoking (23)	056 Mankey (41)	057 Primeape (47)	058 Growlithe (E)	077 Ponyta (E)	104 Cubone (31)
	105 Marowak (33)	127 Pinsir (35)	128 Tauros (48)	130 Gyarados (1)	155 Cyndaquil (E)	158 Totodile (36,E)
	159 Croconaw (42)	160 Feraligatr (50)	216 Teddiursa (50)	217 Ursaring (58)	234 Stantler (E)	246 Larvitar (23)
	247 Pupitar (23)	248 Tyranitar (23)	318 Carvanha (E)	320 Wailmer (E)	327 Spinda (55)	339 Barboach (E)
	371 Bagon (E)	387 Turtwig (E)	408 Cranidos (E)	443 Gible (E)		
Thunder	TM25	025 Pikachu (45)	125 Electabuzz (58)	135 Jolteon (71)	145 Zapdos (78)	179 Mareep (46)
	180 Flaaffy (53)	181 Ampharos (68)	239 Elekid (46)	243 Raikou (85)	309 Electrike (49)	310 Manectric (61)
	311 Plusle (38)	312 Minun (38)	466 Electivire (58)			
Thunder Fang	024 Arbok (1)	059 Arcanine (1)	111 Rhyhorn (E)	135 Jolteon (43)	142 Aerodactyl (1)	208 Steelix (1)
	209 Snubbull (1,E)	210 Granbull (1)	228 Houndour (E)	229 Houndoom (1)	232 Donphan (1)	243 Raikou (50)
	248 Tyranitar (1)	261 Poochyena (E)	295 Exploud (1)	303 Mawile (E)	309 Electrike (33,E)	310 Manectric (37)
	373 Salamence (1)	403 Shinx (29,E)	404 Luxio (33)	405 Luxray (35)	450 Hippowdon (1)	452 Drapion (1)
	472 Gliscor (1)					
Thunder Shock	025 Pikachu (1)	026 Raichu (1)	081 Magnemite (6)	082 Magneton (1,6)	125 Electabuzz (1,7)	135 Jolteon (15)
	145 Zapdos (1)	172 Pichu (1)	179 Mareep (10)	180 Flaaffy (1,10)	181 Ampharos (1,10)	239 Elekid (7)
	243 Raikou (8)	462 Magnezone (1,6)	466 Electivire (1,7)	479 Rotom (1)		
Thunder Wave	TM73	025 Pikachu (10)	081 Magnemite (17)	082 Magneton (17)	135 Jolteon (57)	145 Zapdos (8)
	147 Dratini (5)	148 Dragonair (1,5)	149 Dragonite (1,5)	170 Chinchou (6)	171 Lanturn (1,6)	172 Pichu (10)
	179 Mareep (14)	180 Flaaffy (14)	181 Ampharos (1,14)	223 Remoraid (E)	299 Nosepass (25)	309 Electrike (4)
	310 Manectric (1,4)	311 Plusle (3)	312 Minun (3)	462 Magnezone (17)	476 Probopass (25)	479 Rotom (1)
Thunderbolt	TM24	025 Pikachu (26)	026 Raichu (1)	125 Electabuzz (43)	239 Elekid (37)	466 Electivire (43)
Thunderpunch	Taught (for BP)	063 Abra (E)	066 Machop (E)	092 Gastly (E)	096 Drowzee (E)	107 Hitmonchan (31)
	125 Electabuzz (28)	149 Dragonite (1)	172 Pichu (E)	181 Ampharos (30)	239 Elekid (28)	240 Magby (E)
	307 Meditite (E)	308 Medicham (1)	356 Dusclops (1)	390 Chimchar (E)	427 Buneary (E)	466 Electivire (28)
	467 Magmortar (1)	477 Dusknoir (1)	486 Regigigas (1)			
Tickle	043 Oddish (E)	069 Bellsprout (E)	098 Krabby (E)	114 Tangela (47)	131 Lapras (E)	133 Eevee (E)
	138 Omanyte (43)	139 Omastar (48)	172 Pichu (E)	190 Aipom (15)	263 Zigzagoon (E)	270 Lotad (E)
	298 Azurill (E)	300 Skitty (E)	303 Mawile (E)	320 Wailmer (E)	340 Whiscash (1)	345 Lileep (E)
	349 Feebas (E)	387 Turtwig (E)	420 Cherubi (E)	424 Ambipom (15)	439 Mime Jr. (1)	456 Finneon (E)
	465 Tangrowth (47)					
Torment	TM41	274 Nuzleaf (25)	390 Chimchar (25)	391 Monferno (29)		
Toxic	TM06	269 Dustox (38)	315 Roselia (37)	316 Gulpin (28)	317 Swalot (30)	416 Vespiquen (27)
	434 Stunky (27)	435 Skuntank (27)				
Toxic Spikes	015 Beedrill (25)	029 Nidoran♀ (31)	030 Nidorina (35)	032 Nidoran♂ (31)	033 Nidorino (35)	048 Venonat (E)
	072 Tentacool (15)	073 Tentacruel (15)	091 Cloyster (1)	138 Omanyte (E)	167 Spinarak (E)	204 Pineco (E)
	205 Forretress (1)	211 Qwilfish (21)	315 Roselia (28)	451 Skorupi (28)	452 Drapion (28)	
Transform	132 Ditto (1)	151 Mew (1)				
Tri Attack	021 Spearow (E)	051 Dugtrio (1)	082 Magneton (1)	085 Dodrio (34)	137 Porygon (51)	233 Porygon2 (51)
	474 Porygon-Z (51)					
Trick	Taught (for BP)	064 Kadabra (46)	065 Alakazam (46)	122 Mr. Mime (36,E)	161 Sentret (E)	263 Zigzagoon (E)
	313 Volbeat (E)	325 Spoink (E)	327 Spinda (E)	352 Kecleon (E)	353 Shuppet (50)	354 Banette (66)
	439 Mime Jr. (36,E)	479 Rotom (1)				
Trick Room	TM92	474 Porygon-Z (1)				
Triple Kick	237 Hitmontop (19)					
Trump Card	133 Eevee (57)	199 Slowking (53)	206 Dunsparce (E)	312 Minun (48)	422 Shellos (E)	
Twineedle	015 Beedrill (16)					
Twister	Taught (for BP)	016 Pidgey (21)	017 Pidgeotto (22)	018 Pidgeot (22)	116 Horsea (26)	117 Seadra (26)
	130 Gyarados (29)	147 Dratini (11)	148 Dragonair (1,11)	149 Dragonite (1,11)	226 Mantine (E)	230 Kingdra (26)
	278 Wingull (E)	350 Milotic (17)	371 Bagon (E)	384 Rayquaza (1)	443 Gible (E)	458 Mantyke (E)

U

Move	Pokémon that can learn the move					
Uproar	Taught (for BP)	016 Pidgey (E)	019 Rattata (E)	021 Spearow (E)	050 Diglett (E)	084 Doduo (23)
	085 Dodrio (23)	102 Exeggcute (1)	163 Hoothoot (13)	164 Noctowl (13)	193 Yanma (27)	258 Mudkip (E)
	271 Lombre (37)	288 Vigoroth (1,13)	293 Whismur (5)	294 Loudred (1,5)	295 Exploud (1,5)	300 Skitty (E)
	309 Electrike (E)	327 Spinda (5)	358 Chimecho (17)	433 Chingling (17)	441 Chatot (37)	469 Yanmega (27)
	479 Rotom (8)	482 Azelf (31)				
U-Turn	TM89	187 Hoppip (31)	188 Skiploom (36)	189 Jumpluff (36)	193 Yanma (49)	207 Gligar (38)
	456 Finneon (42)	457 Lumineon (48)	469 Yanmega (49)	472 Gliscor (38)		

V

Move	Pokémon that can learn the move					
Vacuum Wave	Taught (for BP)	107 Hitmonchan (26)	123 Scyther (1)	236 Tyrogue (E)	447 Riolu (E)	453 Croagunk (E)
Vicegrip	098 Krabby (5)	099 Kingler (1,5)	127 Pinsir (1)	303 Mawile (21)	341 Corphish (10)	342 Crawdaunt (1,10)
Vine Whip	001 Bulbasaur (9)	002 Ivysaur (9)	003 Venusaur (1,9)	069 Bellsprout (1)	070 Weepinbell (1)	071 Victreebel (1)
	114 Tangela (19)	152 Chikorita (E)	455 Carnivine (11)	465 Tangrowth (19)		
Vital Throw	066 Machop (25)	067 Machoke (25)	068 Machamp (25)	127 Pinsir (25)	296 Makuhita (10)	297 Hariyama (10)
Volt Tackle	172 Pichu (E)*					

W

Move	Pokémon that can learn the move					
Wake-Up Slap	035 Clefairy (22)	039 Jigglypuff (37)	060 Poliwag (35)	061 Poliwhirl (43)	066 Machop (34)	067 Machoke (36)
	068 Machamp (36)	122 Mr. Mime (E)	124 Jynx (28)	241 Miltank (55)	285 Shroomish (E)	296 Makuhita (34,E)
	297 Hariyama (42)	300 Skitty (32)	439 Mime Jr. (E)	453 Croagunk (E)	478 Froslass (28)	
Water Gun	007 Squirtle (13)	008 Wartortle (13)	009 Blastoise (13)	054 Psyduck (9)	055 Golduck (1,9)	060 Poliwag (11)
	061 Poliwhirl (11)	079 Slowpoke (11)	080 Slowbro (11)	116 Horsea (11)	117 Seadra (1,11)	120 Staryu (6)
	121 Starmie (1)	131 Lapras (1)	134 Vaporeon (15)	138 Omanyte (10)	139 Omastar (10)	158 Totodile (6)
	159 Croconaw (1,6)	160 Feraligatr (1,6)	170 Chinchou (12)	171 Lanturn (12)	183 Marill (10)	184 Azumarill (1,10)
	194 Wooper (1)	195 Quagsire (1)	199 Slowking (11)	211 Qwilfish (13)	223 Remoraid (1)	224 Octillery (1)
	230 Kingdra (1,11)	258 Mudkip (10)	259 Marshtomp (1,10)	260 Swampert (1,10)	270 Lotad (E)	278 Wingull (1)
	279 Pelipper (1)	298 Azurill (18)	320 Wailmer (7)	321 Wailord (1,7)	339 Barboach (10)	340 Whiscash (10)
	347 Anorith (13)	348 Armaldo (1,13)	350 Milotic (1)	351 Castform (10)	363 Spheal (1)	364 Sealeo (1)
	365 Walrein (1)	366 Clamperl (1)	369 Relicanth (8)	370 Luvdisc (7)	400 Bibarel (15)	418 Buizel (6)
	419 Floatzel (6)	456 Finneon (6)	457 Lumineon (1,6)			
Water Pulse	TM03	007 Squirtle (25)	008 Wartortle (28)	009 Blastoise (28)	054 Psyduck (22)	055 Golduck (22)
	072 Tentacool (29)	073 Tentacruel (29)	079 Slowpoke (29)	080 Slowbro (29)	118 Goldeen (17)	119 Seaking (17)
	131 Lapras (14)	199 Slowking (29)	223 Remoraid (32)	226 Mantine (28)	278 Wingull (19)	279 Pelipper (19)
	320 Wailmer (21)	321 Wailord (21)	339 Barboach (22)	340 Whiscash (22)	350 Milotic (13)	367 Huntail (15)
	368 Gorebyss (15)	370 Luvdisc (31)	382 Kyogre (1)	422 Shellos (7)	423 Gastrodon (1,7)	456 Finneon (22)
	457 Lumineon (22)	458 Mantyke (28)	484 Palkia (6)	489 Phione (46)	490 Manaphy (46)	
Water Sport	054 Psyduck (1)	055 Golduck (1)	060 Poliwag (1,E)	061 Poliwhirl (1)	086 Seel (7)	118 Goldeen (1)
	119 Seaking (1)	158 Totodile (E)	226 Mantine (E)	271 Lombre (19)	278 Wingull (E)	279 Pelipper (1)
	283 Surskit (19)	284 Masquerain (1,19)	339 Barboach (6)	340 Whiscash (1,6)	350 Milotic (5)	363 Spheal (E)
	369 Relicanth (E)	370 Luvdisc (E)	380 Latias (25)	393 Piplup (11)	394 Prinplup (11)	399 Bidoof (E)
	406 Budew (7)	418 Buizel (1)	419 Floatzel (1)	458 Mantyke (E)	489 Phione (1)	490 Manaphy (1)
Water Spout	007 Squirtle (E)	223 Remoraid (E)	320 Wailmer (34)	321 Wailord (34)	382 Kyogre (50)	
Waterfall	HM07	118 Goldeen (37)	119 Seaking (40)			
Weather Ball	069 Bellsprout (E)	249 Lugia (1)	250 Ho-Oh (1)	351 Castform (30)	361 Snorunt (E)	407 Roserade (1)
	420 Cherubi (E)	425 Drifloon (E)				
Whirlpool	HM05	090 Shellder (37)	131 Lapras (E)	170 Chinchou (E)	258 Mudkip (33,E)	320 Wailmer (14)
	321 Wailord (14)	339 Barboach (E)	366 Clamperl (1)	367 Huntail (1)	368 Gorebyss (1)	393 Piplup (32)
	394 Prinplup (37)	395 Empoleon (39)	418 Buizel (36)	419 Floatzel (39)	456 Finneon (38)	457 Lumineon (42)
	489 Phione (39)	490 Manaphy (39)				
Whirlwind	012 Butterfree (22)	016 Pidgey (17)	017 Pidgeotto (17)	018 Pidgeot (17)	021 Spearow (E)	041 Zubat (E)
	142 Aerodactyl (E)	143 Snorlax (E)	163 Hoothoot (E)	193 Yanma (E)	198 Murkrow (E)	227 Skarmory (E)
	249 Lugia (1)	250 Ho-Oh (1)	267 Beautifly (27)	269 Dustox (27)	275 Shiftry (1)	276 Taillow (E)
	284 Masquerain (54)	296 Makuhita (16)	297 Hariyama (16)	357 Tropius (27)	396 Starly (21)	397 Staravia (23)
	398 Staraptor (23)	408 Cranidos (E)	446 Munchlax (E)	451 Skorupi (E)		
Will-O-Wisp	TM61	037 Vulpix (14)	092 Gastly (E)	109 Koffing (E)	228 Houndour (E)	280 Ralts (E)
	353 Shuppet (23)	354 Banette (23)	355 Duskull (33)	356 Dusclops (33)	477 Dusknoir (33)	

*To learn Volt Tackle, one of the Pokémon you leave at the Pokémon Day Care has to be holding a Light Ball. The Light Ball is sometimes held by wild Pikachu.

Move	Pokémon that can learn the move					
Wing Attack	006 Charizard (36)	016 Pidgey (33)	017 Pidgeotto (37)	018 Pidgeot (38)	041 Zubat (17)	042 Golbat (17)
	123 Scyther (21)	142 Aerodactyl (1)	146 Moltres (1)	149 Dragonite (55)	163 Hoothoot (E)	169 Crobat (17)
	193 Yanma (43)	198 Murkrow (15,E)	207 Gligar (E)	226 Mantine (22)	276 Taillow (13)	277 Swellow (13)
	278 Wingull (11)	279 Pelipper (1,11)	396 Starly (9)	397 Staravia (9)	398 Staraptor (1,9)	430 Honchkrow (1)
	458 Mantyke (22)					
Wish	133 Eevee (E)	172 Pichu (E)	173 Cleffa (E)	174 Igglybuff (E)	175 Togepi (28)	176 Togetic (28)
	177 Natu (28)	178 Xatu (30)	203 Girafarig (E)	238 Smoochum (E)	282 Gardevoir (17)	300 Skitty (E)
	311 Plusle (E)	312 Minun (E)	314 Illumise (21)	327 Spinda (E)	358 Chimecho (E)	380 Latias (5)
	385 Jirachi (1)	433 Chingling (E)				
Withdraw	007 Squirtle (10)	008 Wartortle (10)	009 Blastoise (1,10)	080 Slowbro (37)	090 Shellder (4)	091 Cloyster (1)
	138 Omanyte (1)	139 Omastar (1)	213 Shuckle (1)	324 Torkoal (7)	387 Turtwig (5)	388 Grotle (1,5)
	389 Torterra (1,5)					
Wood Hammer	103 Exeggutor (37)	185 Sudowoodo (1)	389 Torterra (1)	459 Snover (36)	460 Abomasnow (36)	
Worry Seed	Taught (for BP)	001 Bulbasaur (31)	002 Ivysaur (36)	003 Venusaur (39)	069 Bellsprout (E)	102 Exeggcute (33)
	187 Hoppip (34,E)	188 Skiploom (40)	189 Jumpluff (40)	191 Sunkern (25)	192 Sunflora (25)	252 Treecko (E)
	273 Seedot (E)	285 Shroomish (29,E)	387 Turtwig (E)	406 Budew (16)	420 Cherubi (28)	421 Cherrim (30)
	455 Carnivine (E)	492 Shaymin (L) (55)	492 Shaymin (S) (55)			
Wrap	023 Ekans (1)	024 Arbok (1)	069 Bellsprout (11)	070 Weepinbell (1,11)	072 Tentacool (22)	073 Tentacruel (22)
	108 Lickitung (17)	147 Dratini (1)	148 Dragonair (1)	149 Dragonite (1)	213 Shuckle (22)	336 Seviper (1)
	350 Milotic (1)	358 Chimecho (1)	386 Deoxys (N) (1)	386 Deoxys (A) (1)	386 Deoxys (D) (1)	386 Deoxys (S) (1)
	433 Chingling (1)	463 Lickilicky (17)				
Wring Out	069 Bellsprout (47)	070 Weepinbell (47)	072 Tentacool (43)	073 Tentacruel (55)	108 Lickitung (53)	114 Tangela (50)
	124 Jynx (44)	138 Omanyte (E)	140 Kabuto (51)	141 Kabutops (63)	152 Chikorita (E)	224 Octillery (36)
	316 Gulpin (49)	317 Swalot (59)	336 Seviper (55)	345 Lileep (64,E)	346 Cradily (76)	455 Carnivine (41)
	463 Lickilicky (53)	465 Tangrowth (50)				

X

Move	Pokémon that can learn the move					
X-Scissor	TM81	046 Paras (43)	047 Parasect (55)	123 Scyther (41)	127 Pinsir (30)	207 Gligar (42)
	212 Scizor (41)	254 Sceptile (16)	291 Ninjask (52)	335 Zangoose (48)	347 Anorith (61)	348 Armaldo (73)
	402 Kricketune (30)	472 Gliscor (42)				

Y

Move	Pokémon that can learn the move					
Yawn	007 Squirtle (E)	054 Psyduck (E)	079 Slowpoke (1)	080 Slowbro (1)	133 Eevee (E)	143 Snorlax (20)
	175 Togepi (15)	176 Togetic (15)	194 Wooper (29)	195 Quagsire (31)	199 Slowking (1)	206 Dunsparce (9)
	216 Teddiursa (E)	218 Slugma (1)	219 Magcargo (1)	230 Kingdra (1)	258 Mudkip (E)	261 Poochyena (E)
	287 Slakoth (1)	289 Slaking (1)	316 Gulpin (6)	317 Swalot (1,6)	322 Numel (E)	324 Torkoal (E)
	358 Chimecho (25)	363 Spheal (E)	369 Relicanth (22)	393 Piplup (E)	399 Bidoof (25)	400 Bibarel (28)
	422 Shellos (E)	449 Hippopotas (13)	450 Hippowdon (1,13)	480 Uxie (31)		

Z

Move	Pokémon that can learn the move					
Zap Cannon	081 Magnemite (54)	082 Magneton (60)	137 Porygon (62)	205 Forretress (67)	233 Porygon2 (62)	299 Nosepass (67)
	377 Regirock (65)	378 Regice (65)	379 Registeel (65)	386 Deoxys (A) (81)	462 Magnezone (60)	474 Porygon-Z (62)
	476 Probopass (67)					
Zen Headbutt	Taught (for BP)	041 Zubat (E)	048 Venonat (37)	049 Venomoth (41)	054 Psyduck (40)	055 Golduck (44)
	079 Slowpoke (34,E)	080 Slowbro (34)	096 Drowzee (50)	097 Hypno (64)	128 Tauros (29)	163 Hoothoot (33)
	164 Noctowl (37)	177 Natu (E)	199 Slowking (34)	203 Girafarig (41)	234 Stantler (38,E)	241 Miltank (29)
	270 Lotad (31)	271 Lombre (31)	300 Skitty (E)	302 Sableye (50)	313 Volbeat (37)	314 Illumise (37)
	325 Spoink (26,E)	326 Grumpig (26)	340 Whiscash (1)	359 Absol (E)	371 Bagon (35)	372 Shelgon (37)
	373 Salamence (37)	375 Metang (52)	376 Metagross (62)	380 Latias (40)	381 Latios (40)	385 Jirachi (35)
	386 Deoxys (N) (65)	386 Deoxys (A) (65)	386 Deoxys (D) (65)	386 Deoxys (S) (65)	408 Cranidos (33)	409 Rampardos (36)
	446 Munchlax (E)	486 Regigigas (50)				

To Contents

Pokémon Abilities Reverse Lookup



In this section, you can look up which Pokémon have which Abilities, searching by Ability. The names of Deoxys, Wormadam, Rotom, Giratina, and Shaymin are followed by the first letter of the particular form or Forme in parentheses.

A

Ability	Pokémon that have this Ability					
Adaptability	133 Eevee	474 Porygon-Z				
Aftermath	425 Drifloon	426 Drifblim	434 Stunky	435 Skuntank		
Air Lock	384 Rayquaza					
Anger Point	056 Mankey	057 Primeape	128 Tauros			
Anticipation	339 Barboach	340 Whiscash	413 Wormadam(P)	413 Wormadam(S)	413 Wormadam(T)	453 Croagunk
	454 Toxicroak					
Arena Trap	050 Diglett	051 Dugtrio	328 Trapinch			

B

Ability	Pokémon that have this Ability					
Bad Dreams	491 Darkrai					
Battle Armor	140 Kabuto	141 Kabutops	347 Anorith	348 Armaldo	451 Skorupi	452 Drapion
Blaze	004 Charmander	005 Charmeleon	006 Charizard	155 Cyndaquil	156 Quilava	157 Typhlosion
	255 Torchic	256 Combusken	257 Blaziken	390 Chimchar	391 Monferno	392 Infernape

C

Ability	Pokémon that have this Ability					
Chlorophyll	043 Oddish	044 Gloom	045 Vileplume	069 Bellsprout	070 Weepinbell	071 Victreebel
	102 Exeggcute	103 Exeggutor	114 Tangela	182 Bellossom	187 Hoppip	188 Skiploom
	189 Jumpluff	191 Sunkern	192 Sunflora	273 Seedot	274 Nuzleaf	275 Shiftry
	357 Tropius	420 Cherubi	465 Tangrowth			
Clear Body	072 Tentacool	073 Tentacruel	374 Beldum	375 Metang	376 Metagross	377 Regirock
	378 Regice	379 Registeel				
Cloud Nine	054 Psyduck	055 Golduck				
Color Change	352 Kecleon					
Compoundeyes	012 Butterfree	048 Venonat	193 Yanma	290 Nincada		
Cute Charm	035 Clefairy	036 Clefable	039 Jigglypuff	040 Wigglytuff	173 Cleffa	174 Igglybuff
	300 Skitty	301 Delcatty	428 Lopunny			

D

Ability	Pokémon that have this Ability					
Damp	054 Psyduck	055 Golduck	060 Poliwag	061 Poliwhirl	062 Poliwrath	186 Politoed
	194 Wooper	195 Quagsire				
Download	137 Porygon	233 Porygon2	474 Porygon-Z			
Drizzle	382 Kyogre					
Drought	383 Groudon					
Dry Skin	046 Paras	047 Parasect	453 Croagunk	454 Toxicroak		

E

Ability	Pokémon that have this Ability					
Early Bird	084 Doduo	085 Dodrio	115 Kangaskhan	165 Ledyba	166 Ledian	177 Natu
	178 Xatu	203 Girafarig	228 Houndour	229 Houndoom	273 Seedot	274 Nuzleaf
	275 Shiftry					
Effect Spore	046 Paras	047 Parasect	285 Shroomish	286 Breloom		

F

Ability	Pokémon that have this Ability					
Filter	122 Mr. Mime	439 Mime Jr.				
Flame Body	126 Magmar	218 Slugma	219 Magcargo	240 Magby	467 Magmortar	
Flash Fire	037 Vulpix	038 Ninetales	058 Growlithe	059 Arcanine	077 Ponyta	078 Rapidash
	136 Flareon	228 Houndour	229 Houndoom	485 Heatran		
Flower Gift	421 Cherrim					
Forecast	351 Castform					
Forewarn	096 Drowzee	097 Hypno	124 Jynx	238 Smoochum		
Frisk	234 Stantler	353 Shuppet	354 Banette			

G

Ability	Pokémon that have this Ability					
Gluttony	213 Shuckle	263 Zigzagoon	264 Linoone			
Guts	019 Rattata	020 Raticate	066 Machop	067 Machoke	068 Machamp	214 Heracross
	217 Ursaring	236 Tyrogue	246 Larvitar	276 Taillow	277 Swellow	296 Makuhita
	297 Hariyama					

H

Ability	Pokémon that have this Ability					
Heatproof	436 Bronzor	437 Bronzong				
Honey Gather	415 Combee					
Huge Power	183 Marill	184 Azumarill	298 Azurill			
Hustle	175 Togepi	176 Togetic	222 Corsola	223 Remoraid	225 Delibird	468 Togekiss
Hydration	086 Seel	087 Dewgong	489 Phione	490 Manaphy		
Hyper Cutter	098 Krabby	099 Kingler	127 Pinsir	207 Gligar	303 Mawile	328 Trapinch
	341 Corphish	342 Crawdaunt	472 Gliscor			

I

Ability	Pokémon that have this Ability					
Ice Body	361 Snorunt	362 Glalie	363 Spheal	364 Sealeo	365 Walrein	
Illuminate	120 Staryu	121 Starmie	170 Chinchou	171 Lanturn	313 Volbeat	
Immunity	143 Snorlax	335 Zangoose				
Inner Focus	041 Zubat	042 Golbat	063 Abra	064 Kadabra	065 Alakazam	083 Farfetch'd
	149 Dragonite	169 Crobat	203 Girafarig	215 Sneasel	361 Snorunt	362 Glalie
	447 Riolu	448 Lucario				
Insomnia	096 Drowzee	097 Hypno	163 Hoothoot	164 Noctowl	167 Spinarak	168 Ariados
	198 Murkrow	353 Shuppet	354 Banette	430 Honchkrow		
Intimidate	023 Ekans	024 Arbok	058 Growlithe	059 Arcanine	128 Tauros	130 Gyarados
	209 Snubbull	210 Granbull	234 Stantler	237 Hitmontop	262 Mightyena	284 Masquerain
	303 Mawile	373 Salamence	397 Staravia	398 Staraptor	403 Shinx	404 Luxio
	405 Luxray					
Iron Fist	107 Hitmonchan					

K

Ability	Pokémon that have this Ability					
Keen Eye	016 Pidgey	017 Pidgeotto	018 Pidgeot	021 Spearow	022 Fearow	083 Farfetch'd
	107 Hitmonchan	161 Sentret	162 Furret	163 Hoothoot	164 Noctowl	215 Sneasel
	227 Skarmory	278 Wingull	279 Pelipper	302 Sableye	396 Starly	441 Chatot
Klutz	427 Buneary	428 Lopunny				

L

Ability	Pokémon that have this Ability					
Leaf Guard	114 Tangela	187 Hoppip	188 Skiploom	189 Jumpluff	465 Tangrowth	470 Leafeon
Levitate	092 Gastly	093 Haunter	094 Gengar	109 Koffing	110 Weezing	200 Misdreavus
	201 Unown	329 Vibrava	330 Flygon	337 Lunatone	338 Solrock	343 Baltoy
	344 Claydol	355 Duskull	358 Chimecho	380 Latias	381 Latios	429 Mismagius
	433 Chingling	436 Bronzor	437 Bronzong	455 Carnivine	479 Rotom	480 Uxie
	481 Mesprit	482 Azelf	487 Giratina(O)	488 Cresselia		
Lightningrod	104 Cubone	105 Marowak	111 Rhyhorn	112 Rhydon	309 Electrike	310 Manectric
	464 Rhyperior					
Limber	053 Persian	106 Hitmonlee	132 Ditto	431 Glameow		
Liquid Ooze	072 Tentacool	073 Tentacruel	316 Gulpin	317 Swalot		

M

Ability	Pokémon that have this Ability				
Magic Guard	035 Clefairy	036 Clefable	173 Cleffa		
Magma Armor	218 Slugma	219 Magcargo	323 Camerupt		
Magnet Pull	081 Magnemite	082 Magneton	299 Nosepass	462 Magnezone	476 Probopass
Marvel Scale	350 Milotic				
Minus	312 Minun				
Mold Breaker	127 Pinsir	408 Cranidos	409 Rampardos		
Motor Drive	466 Electivire				
Multitype	493 Arceus				

N

Ability	Pokémon that have this Ability					
Natural Cure	113 Chansey	120 Staryu	121 Starmie	222 Corsola	242 Blissey	251 Celebi
	315 Roselia	333 Swablu	334 Altaria	406 Budew	407 Roserade	440 Happiny
	492 Shaymin(L)					

N

Ability	Pokémon that have this Ability					
No Guard	066 Machop	067 Machoke	068 Machamp			
Normalize	300 Skitty	301 Delcatty				

O

Ability	Pokémon that have this Ability					
Oblivious	079 Slowpoke	080 Slowbro	108 Lickitung	124 Jynx	199 Slowking	220 Swinub
	221 Piloswine	238 Smoochum	314 Illumise	320 Wailmer	321 Wailord	322 Numel
	339 Barboach	340 Whiscash	463 Lickilicky	473 Mamoswine		
Overgrow	001 Bulbasaur	002 Ivysaur	003 Venusaur	152 Chikorita	153 Bayleef	154 Meganium
	252 Treecko	253 Grovyle	254 Sceptile	387 Turtwig	388 Grotle	389 Torterra
Own Tempo	079 Slowpoke	080 Slowbro	108 Lickitung	199 Slowking	235 Smeargle	325 Spoink
	326 Grumpig	327 Spinda	431 Glameow	432 Purugly	463 Lickilicky	

P

Ability	Pokémon that have this Ability					
Pickup	052 Meowth	190 Aipom	216 Teddiursa	231 Phanpy	263 Zigzagoon	264 Linoone
	417 Pachirisu	424 Ambipom	446 Munchlax			
Plus	311 Plusle					
Poison Heal	285 Shroomish	286 Breloom				
Poison Point	029 Nidoran ♀	030 Nidorina	031 Nidoqueen	032 Nidoran ♂	033 Nidorino	034 Nidoking
	117 Seadra	211 Qwilfish	315 Roselia	406 Budew	407 Roserade	
Pressure	142 Aerodactyl	144 Articuno	145 Zapdos	146 Moltres	150 Mewtwo	243 Raikou
	244 Entei	245 Suicune	249 Lugia	250 Ho-Oh	356 Dusclops	359 Absol
	386 Deoxys(N)	386 Deoxys(A)	386 Deoxys(D)	386 Deoxys(S)	416 Vespiquen	442 Spiritomb
	461 Weavile	477 Dusknoir	483 Dialga	484 Palkia	487 Giratina(A)	
Pure Power	307 Meditite	308 Medicham				

Q

Ability	Pokémon that have this Ability					
Quick Feet	210 Granbull	216 Teddiursa	217 Ursaring	261 Poochyena	262 Mightyena	

R

Ability	Pokémon that have this Ability					
Rain Dish	270 Lotad	271 Lombre	272 Ludicolo			
Reckless	106 Hitmonlee					
Rivalry	029 Nidoran ♀	030 Nidorina	031 Nidoqueen	032 Nidoran ♂	033 Nidorino	034 Nidoking
	403 Shinx	404 Luxio	405 Luxray			
Rock Head	074 Geodude	075 Graveler	076 Golem	095 Onix	104 Cubone	105 Marowak
	111 Rhyhorn	112 Rhydon	142 Aerodactyl	185 Sudowoodo	208 Steelix	304 Aron
	305 Lairon	306 Aggron	369 Relicanth	371 Bagon	372 Shelgon	438 Bonsly
Rough Skin	318 Carvanha	319 Sharpedo				
Run Away	019 Rattata	020 Raticate	077 Ponyta	078 Rapidash	084 Doduo	085 Dodrio
	133 Eevee	161 Sentret	162 Furret	190 Aipom	206 Dunsparce	209 Snubbull
	261 Poochyena	417 Pachirisu	427 Buneary			

S

Ability	Pokémon that have this Ability					
Sand Stream	248 Tyranitar	449 Hippopotas	450 Hippowdon			
Sand Veil	027 Sandshrew	028 Sandslash	050 Diglett	051 Dugtrio	207 Gligar	331 Cacnea
	332 Cacturne	443 Gible	444 Gabite	445 Garchomp	472 Gliscor	
Scrappy	115 Kangaskhan	241 Miltank				
Serene Grace	113 Chansey	175 Togepi	176 Togetic	206 Dunsparce	242 Blissey	385 Jirachi
	440 Happiny	468 Togekiss	492 Shaymin(S)			
Shadow Tag	202 Wobbuffet	360 Wynaut				
Shed Skin	011 Metapod	014 Kakuna	023 Ekans	024 Arbok	147 Dratini	148 Dragonair
	247 Pupitar	266 Silcoon	268 Cascoon	336 Seviper	401 Kricketot	412 Burmy
Shell Armor	090 Shellder	091 Cloyster	098 Krabby	099 Kingler	131 Lapras	138 Omanyte
	139 Omastar	341 Corphish	342 Crawdaunt	366 Clamperl		
Shield Dust	010 Caterpie	013 Weedle	049 Venomoth	265 Wurmple	269 Dustox	
Simple	322 Numel	399 Bidoof	400 Bibarel			
Skill Link	090 Shellder	091 Cloyster				
Slow Start	486 Regigigas					
Sniper	116 Horsea	117 Seadra	223 Remoraid	224 Octillery	230 Kingdra	451 Skorupi
	452 Drapion					

Ability	Pokémon that have this Ability					
Snow Cloak	220 Swinub	221 Piloswine	471 Glaceon	473 Mamoswine	478 Froslass	
Snow Warning	459 Snover	460 Abomasnow				
Solar Power	191 Sunkern	192 Sunflora	357 Tropius			
Solid Rock	323 Camerupt	464 Rhyperior				
Soundproof	100 Voltorb	101 Electrode	122 Mr. Mime	293 Whismur	294 Loudred	295 Exploud
	439 Mime Jr.					
Speed Boost	193 Yanma	291 Ninjask	469 Yanmega			
Stall	302 Sableye					
Static	025 Pikachu	026 Raichu	100 Voltorb	101 Electrode	125 Electabuzz	172 Pichu
	179 Mareep	180 Flaaffy	181 Ampharos	239 Elekid	309 Electrike	310 Manectric
Steadfast	236 Tyrogue	447 Riolu	448 Lucario	475 Gallade		
Stench	088 Grimer	089 Muk	434 Stunky	435 Skuntank		
Sticky Hold	088 Grimer	089 Muk	316 Gulpin	317 Swalot	422 Shellos	423 Gastrodon
Storm Drain	422 Shellos	423 Gastrodon	456 Finneon	457 Lumineon		
Sturdy	074 Geodude	075 Graveler	076 Golem	081 Magnemite	082 Magneton	095 Onix
	185 Sudowoodo	204 Pineco	205 Forretress	208 Steelix	213 Shuckle	227 Skarmory
	232 Donphan	299 Nosepass	304 Aron	305 Lairon	306 Aggron	410 Shieldon
	411 Bastiodon	438 Bonsly	462 Magnezone	476 Probopass		
Suction Cups	224 Octillery	345 Lileep	346 Cradily			
Super Luck	198 Murkrow	359 Absol	430 Honchkrow			
Swarm	015 Beedrill	123 Scyther	165 Ledyba	166 Ledian	167 Spinarak	168 Ariados
	212 Scizor	214 Heracross	267 Beautifly	313 Volbeat	402 Kricketune	414 Mothim
Swift Swim	116 Horsea	118 Goldeen	119 Seaking	129 Magikarp	138 Omanyte	139 Omastar
	140 Kabuto	141 Kabutops	211 Qwilfish	226 Mantine	230 Kingdra	270 Lotad
	271 Lombre	272 Ludicolo	283 Surskit	349 Feebas	367 Huntail	368 Gorebyss
	369 Relicanth	370 Luvdisc	418 Buizel	419 Floatzel	456 Finneon	457 Lumineon
	458 Mantyke					
Synchronize	063 Abra	064 Kadabra	065 Alakazam	151 Mew	177 Natu	178 Xatu
	196 Espeon	197 Umbreon	280 Ralts	281 Kirlia	282 Gardevoir	

T

Ability	Pokémon that have this Ability					
Tangled Feet	016 Pidgey	017 Pidgeotto	018 Pidgeot	327 Spinda	441 Chatot	
Technician	052 Meowth	053 Persian	123 Scyther	212 Scizor	235 Smeargle	237 Hitmontop
	424 Ambipom					
Thick Fat	086 Seel	087 Dewgong	143 Snorlax	183 Marill	184 Azumarill	241 Miltank
	296 Makuhita	297 Hariyama	298 Azurill	325 Spoink	326 Grumpig	363 Spheal
	364 Sealeo	365 Walrein	432 Purugly	446 Munchlax		
Tinted Lens	048 Venonat	049 Venomoth	314 Illumise	469 Yanmega		
Torrent	007 Squirtle	008 Wartortle	009 Blastoise	158 Totodile	159 Croconaw	160 Feraligatr
	258 Mudkip	259 Marshtomp	260 Swampert	393 Piplup	394 Prinplup	395 Empoleon
Trace	137 Porygon	233 Porygon2	280 Ralts	281 Kirlia	282 Gardevoir	
Truant	287 Slakoth	289 Slaking				

U

Ability	Pokémon that have this Ability	
Unaware	399 Bidoof	400 Bibarel
Unburden	425 Drifloon	426 Drifblim

V

Ability	Pokémon that have this Ability			
Vital Spirit	056 Mankey	057 Primeape	225 Delibird	288 Vigoroth
Volt Absorb	135 Jolteon	170 Chinchou	171 Lanturn	

W

Ability	Pokémon that have this Ability					
Water Absorb	060 Poliwag	061 Poliwhirl	062 Poliwrath	131 Lapras	134 Vaporeon	186 Politoed
	194 Wooper	195 Quagsire	226 Mantine	458 Mantyke		
Water Veil	118 Goldeen	119 Seaking	320 Wailmer	321 Wailord		
White Smoke	324 Torkoal					
Wonder Guard	292 Shedinja					

Pokémon Weaknesses Chart

A

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Abomasnow	Grass	Ice	Snow Warning		★FIR	FTG	PSN	FLY	BUG	RCK	STL			
Abra	Psychic		Synchronize	Inner Focus	BUG	GHO	DRK							
Absol	Dark		Pressure	Super Luck	FTG	BUG						PSY		
Aerodactyl	Rock	Flying	Rock Head	Pressure	WTR	ELC	ICE	RCK	STL			GRD		
Aggron	Steel	Rock	Sturdy	Rock Head	★FTG	★GRD	WTR					PSN		
Aipom	Normal		Run Away	Pickup	FTG							GHO		
Alakazam	Psychic		Synchronize	Inner Focus	BUG	GHO	DRK							
Altaria	Dragon	Flying	Natural Cure		★ICE	RCK	DRG					GRD		
Ambipom	Normal		Technician	Pickup	FTG							GHO		
Ampharos	Electric		Static		GRD									
Anorith	Rock	Bug	Battle Armor		WTR	RCK	STL							
Arbok	Poison		Intimidate	Shed Skin	GRD	PSY								
Arcanine	Fire		Intimidate	Flash Fire	WTR	GRD	RCK					FIR*2		
Arceus	Normal		Multitype		FTG							GHO		
Arceus	Fire		Multitype		WTR	GRD	RCK							
Arceus	Water		Multitype		GRS	ELC								
Arceus	Grass		Multitype		FIR	ICE	PSN	FLY	BUG					
Arceus	Electric		Multitype		GRD									
Arceus	Ice		Multitype		FIR	FTG	RCK	STL						
Arceus	Fighting		Multitype		FLY	PSY								
Arceus	Poison		Multitype		GRD	PSY								
Arceus	Ground		Multitype		GRS	WTR	ICE					ELC		
Arceus	Flying		Multitype		ELC	ICE	RCK					GRD		
Arceus	Psychic		Multitype		BUG	GHO	DRK							
Arceus	Bug		Multitype		FIR	FLY	RCK							
Arceus	Rock		Multitype		GRS	WTR	FTG	GRD	STL					
Arceus	Ghost		Multitype		GHO	DRK						NRM	FTG	
Arceus	Dragon		Multitype		ICE	DRG								
Arceus	Dark		Multitype		FTG	BUG						PSY		
Arceus	Steel		Multitype		FIR	FTG	GRD					PSN		
Ariados	Bug	Poison	Swarm	Insomnia	FIR	FLY	PSY	RCK						
Armaldo	Rock	Bug	Battle Armor		WTR	RCK	STL							
Aron	Steel	Rock	Sturdy	Rock Head	★FTG	★GRD	WTR					PSN		
Articuno	Ice	Flying	Pressure		★RCK	FIR	ELC	STL				GRD		
Azelf	Psychic		Levitate		BUG	GHO	DRK					GRD*1		
Azumarill	Water		Thick Fat	Huge Power	GRS	ELC								
Azurill	Normal		Thick Fat	Huge Power	FTG							GHO		

B

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Bagon	Dragon		Rock Head		ICE	DRG								
Baltoy	Ground	Psychic	Levitate		GRS	WTR	ICE	BUG	GHO	DRK		ELC	GRD*1	
Banette	Ghost		Insomnia	Frisk	GHO	DRK						NRM	FTG	
Barboach	Water	Ground	Oblivious	Anticipation	★GRS							ELC		
Bastiodon	Rock	Steel	Sturdy		★FTG	★GRD	WTR					PSN		
Bayleef	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG					
Beautifly	Bug	Flying	Swarm		★RCK	FIR	ELC	ICE	FLY			GRD		
Beedrill	Bug	Poison	Swarm		FIR	FLY	PSY	RCK						
Beldum	Steel	Psychic	Clear Body		FIR	GRD						PSN		
Bellossom	Grass		Chlorophyll		FIR	ICE	PSN	FLY	BUG					
Bellsprout	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY						
Bibarel	Normal	Water	Simple	Unaware	GRS	ELC	FTG					GHO		
Bidoof	Normal		Simple	Unaware	FTG							GHO		
Blastoise	Water		Torrent		GRS	ELC								

★ Deals 4 times damage. / *1 Ability prevents damage from being dealt / *2 May deal damage, depending on the Pokémon's Ability / *3 May not deal damage, depending on the Pokémon's Ability

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Blaziken	Fire	Fighting	Blaze		WTR	GRD	FLY	PSY						
Blissey	Normal		Natural Cure	Serene Grace	FTG							GHO		
Bonsly	Rock		Sturdy	Rock Head	GRS	WTR	FTG	GRD	STL					
Breloom	Grass	Fighting	Effect Spore	Poison Heal	★FLY	FIR	ICE	PSN	PSY					
Bronzong	Steel	Psychic	Levitate	Heatproof	FIR	GRD*3						PSN		
Bronzor	Steel	Psychic	Levitate	Heatproof	FIR	GRD*3						PSN		
Budew	Grass	Poison	Natural Cure	Poison Point	FIR	ICE	FLY	PSY						
Buizel	Water		Swift Swim		GRS	ELC								
Bulbasaur	Grass	Poison	Overgrow		FIR	ICE	FLY	PSY						
Buneary	Normal		Run Away	Klutz	FTG							GHO		
Burmy	Bug		Shed Skin		FIR	FLY	RCK							
Butterfree	Bug	Flying	Compoundeyes		★RCK	FIR	ELC	ICE	FLY			GRD		

C

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Cacnea	Grass		Sand Veil		FIR	ICE	PSN	FLY	BUG					
Cacturne	Grass	Dark	Sand Veil		★BUG	FIR	ICE	FTG	PSN	FLY		PSY		
Camerupt	Fire	Ground	Magma Armor	Solid Rock	★WTR	GRD						ELC		
Carnivine	Grass		Levitate		FIR	ICE	PSN	FLY	BUG			GRD*1		
Carvanha	Water	Dark	Rough Skin		GRS	ELC	FTG	BUG				PSY		
Cascoon	Bug		Shed Skin		FIR	FLY	RCK							
Castform	Normal		Forecast		FTG							GHO		
Caterpie	Bug		Shield Dust		FIR	FLY	RCK							
Celebi	Psychic	Grass	Natural Cure		★BUG	FIR	ICE	PSN	FLY	GHO	DRK			
Chansey	Normal		Natural Cure	Serene Grace	FTG							GHO		
Charizard	Fire	Flying	Blaze		★RCK	WTR	ELC					GRD		
Charmander	Fire		Blaze		WTR	GRD	RCK							
Charmeleon	Fire		Blaze		WTR	GRD	RCK							
Chatot	Normal	Flying	Keen Eye	Tangled Feet	ELC	ICE	RCK					GRD	GHO	
Cherrim	Grass		Flower Gift		FIR	ICE	PSN	FLY	BUG					
Cherubi	Grass		Chlorophyll		FIR	ICE	PSN	FLY	BUG					
Chikorita	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG					
Chimchar	Fire		Blaze		WTR	GRD	RCK							
Chimecho	Psychic		Levitate		BUG	GHO	DRK					GRD*1		
Chinchou	Water	Electric	Volt Absorb	Illuminate	GRS	GRD						ELC*2		
Chingling	Psychic		Levitate		BUG	GHO	DRK					GRD*1		
Clamperl	Water		Shell Armor		GRS	ELC								
Claydol	Ground	Psychic	Levitate		GRS	WTR	ICE	BUG	GHO	DRK		ELC	GRD*1	
Clefable	Normal		Cute Charm	Magic Guard	FTG							GHO		
Clefairy	Normal		Cute Charm	Magic Guard	FTG							GHO		
Cleffa	Normal		Cute Charm	Magic Guard	FTG							GHO		
Cloyster	Water	Ice	Shell Armor	Skill Link	GRS	ELC	FTG	RCK						
Combee	Bug	Flying	Honey Gather		★RCK	FIR	ELC	ICE	FLY			GRD		
Combusken	Fire	Fighting	Blaze		WTR	GRD	FLY	PSY						
Corphish	Water		Hyper Cutter	Shell Armor	GRS	ELC								
Corsola	Water	Rock	Hustle	Natural Cure	★GRS	ELC	FTG	GRD						
Cradily	Rock	Grass	Suction Cups		ICE	FTG	BUG	STL						
Cranidos	Rock		Mold Breaker		GRS	WTR	FTG	GRD	STL					
Crawdaunt	Water	Dark	Hyper Cutter	Shell Armor	GRS	ELC	FTG	BUG				PSY		
Cresselia	Psychic		Levitate		BUG	GHO	DRK					GRD*1		
Croagunk	Poison	Fighting	Anticipation	Dry Skin	★PSY	GRD	FLY					WTR*2		
Crobat	Poison	Flying	Inner Focus		ELC	ICE	PSY	RCK				GRD		
Croconaw	Water		Torrent		GRS	ELC								

C

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Cubone	Ground		Rock Head	Lightningrod	GRS	WTR	ICE					ELC		
Cyndaquil	Fire		Blaze		WTR	GRD	RCK							

D

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Darkrai	Dark		Bad Dreams		FTG	BUG						PSY		
Delcatty	Normal		Cute Charm	Normalize	FTG							GHO		
Delibird	Ice	Flying	Vital Spirit	Hustle	★RCK	FIR	ELC	STL				GRD		
Deoxys	Psychic		Pressure		BUG	GHO	DRK							
Dewgong	Water	Ice	Thick Fat	Hydration	GRS	ELC	FTG	RCK						
Dialga	Steel	Dragon	Pressure		FTG	GRD						PSN		
Diglett	Ground		Sand Veil	Arena Trap	GRS	WTR	ICE					ELC		
Ditto	Normal		Limber		FTG							GHO		
Dodrio	Normal	Flying	Run Away	Early Bird	ELC	ICE	RCK					GRD	GHO	
Doduo	Normal	Flying	Run Away	Early Bird	ELC	ICE	RCK					GRD	GHO	
Donphan	Ground		Sturdy		GRS	WTR	ICE					ELC		
Dragonair	Dragon		Shed Skin		ICE	DRG								
Dragonite	Dragon	Flying	Inner Focus		★ICE	RCK	DRG					GRD		
Drapion	Poison	Dark	Battle Armor	Sniper	GRD							PSY		
Dratini	Dragon		Shed Skin		ICE	DRG								
Drifblim	Ghost	Flying	Aftermath	Unburden	ELC	ICE	RCK	GHO	DRK			NRM	FTG	GRD
Drifloon	Ghost	Flying	Aftermath	Unburden	ELC	ICE	RCK	GHO	DRK			NRM	FTG	GRD
Drowzee	Psychic		Insomnia	Forewarn	BUG	GHO	DRK							
Dugtrio	Ground		Sand Veil	Arena Trap	GRS	WTR	ICE					ELC		
Dunsparce	Normal		Serene Grace	Run Away	FTG							GHO		
Dusclops	Ghost		Pressure		GHO	DRK						NRM	FTG	
Dusknoir	Ghost		Pressure		GHO	DRK						NRM	FTG	
Duskull	Ghost		Levitate		GHO	DRK						NRM	FTG	GRD*1
Dustox	Bug	Poison	Shield Dust		FIR	FLY	PSY	RCK						

E

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Eevee	Normal		Run Away	Adaptability	FTG							GHO		
Ekans	Poison		Intimidate	Shed Skin	GRD	PSY								
Electabuzz	Electric		Static		GRD									
Electivire	Electric		Motor Drive		GRD							ELC*1		
Electrike	Electric		Static	Lightningrod	GRD									
Electrode	Electric		Soundproof	Static	GRD									
Elekid	Electric		Static		GRD									
Empoleon	Water	Steel	Torrent		ELC	FTG	GRD					PSN		
Entei	Fire		Pressure		WTR	GRD	RCK							
Espeon	Psychic		Synchronize		BUG	GHO	DRK							
Exeggcute	Grass	Psychic	Chlorophyll		★BUG	FIR	ICE	PSN	FLY	GHO	DRK			
Exeggutor	Grass	Psychic	Chlorophyll		★BUG	FIR	ICE	PSN	FLY	GHO	DRK			
Exploud	Normal		Soundproof		FTG							GHO		

F

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Farfetch'd	Normal	Flying	Keen Eye	Inner Focus	ELC	ICE	RCK					GRD	GHO	
Fearow	Normal	Flying	Keen Eye		ELC	ICE	RCK					GRD	GHO	
Feebas	Water		Swift Swim		GRS	ELC								
Feraligatr	Water		Torrent		GRS	ELC								
Finneon	Water		Swift Swim	Storm Drain	GRS	ELC								
Flaaffy	Electric		Static		GRD									
Flareon	Fire		Flash Fire		WTR	GRD	RCK					FIR*1		

★ Deals 4 times damage. / *1 Ability prevents damage from being dealt / *2 May deal damage, depending on the Pokémon's Ability / *3 May not deal damage, depending on the Pokémon's Ability

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Floatzel	Water		Swift Swim		GRS	ELC								
Flygon	Ground	Dragon	Levitate		★ICE	DRG						ELC	GRD*1	
Forretress	Bug	Steel	Sturdy		★FIR							PSN		
Froslass	Ice	Ghost	Snow Cloak		FIR	RCK	GHO	DRK	STL			NRM	FTG	
Furret	Normal		Run Away	Keen Eye	FTG							GHO		

G

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Gabite	Dragon	Ground	Sand Veil		★ICE	DRG						ELC		
Gallade	Psychic	Fighting	Steadfast		FLY	GHO								
Garchomp	Dragon	Ground	Sand Veil		★ICE	DRG						ELC		
Gardevoir	Psychic		Synchronize	Trace	BUG	GHO	DRK							
Gastly	Ghost	Poison	Levitate		PSY	GHO	DRK					NRM	FTG	GRD*1
Gastrodon	Water	Ground	Sticky Hold	Storm Drain	★GRS							ELC		
Gengar	Ghost	Poison	Levitate		PSY	GHO	DRK					NRM	FTG	GRD*1
Geodude	Rock	Ground	Rock Head	Sturdy	★GRS	★WTR	ICE	FTG	GRD	STL		ELC		
Gible	Dragon	Ground	Sand Veil		★ICE	DRG						ELC		
Girafarig	Normal	Psychic	Inner Focus	Early Bird	BUG	DRK						GHO		
Giratina (Altered Forme)	Ghost	Dragon	Pressure		ICE	GHO	DRG	DRK				NRM	FTG	
Giratina (Origin Forme)	Ghost	Dragon	Levitate		ICE	GHO	DRG	DRK				NRM	FTG	GRD*1
Glaceon	Ice		Snow Cloak		FIR	FTG	RCK	STL						
Glalie	Ice		Inner Focus	Ice Body	FIR	FTG	RCK	STL						
Glameow	Normal		Limber	Own Tempo	FTG							GHO		
Gligar	Ground	Flying	Hyper Cutter	Sand Veil	★ICE	WTR						ELC	GRD	
Gliscor	Ground	Flying	Hyper Cutter	Sand Veil	★ICE	WTR						ELC	GRD	
Gloom	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY						
Golbat	Poison	Flying	Inner Focus		ELC	ICE	PSY	RCK				GRD		
Goldeen	Water		Swift Swim	Water Veil	GRS	ELC								
Golduck	Water		Damp	Cloud Nine	GRS	ELC								
Golem	Rock	Ground	Rock Head	Sturdy	★GRS	★WTR	ICE	FTG	GRD	STL		ELC		
Gorebyss	Water		Swift Swim		GRS	ELC								
Granbull	Normal		Intimidate	Quick Feet	FTG							GHO		
Graveler	Rock	Ground	Rock Head	Sturdy	★GRS	★WTR	ICE	FTG	GRD	STL		ELC		
Grimer	Poison		Stench	Sticky Hold	GRD	PSY								
Grotle	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG					
Groudon	Ground		Drought		GRS	WTR	ICE					ELC		
Grovyle	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG					
Growlithe	Fire		Intimidate	Flash Fire	WTR	GRD	RCK					FIR*2		
Grumpig	Psychic		Thick Fat	Own Tempo	BUG	GHO	DRK							
Gulpin	Poison		Liquid Ooze	Sticky Hold	GRD	PSY								
Gyarados	Water	Flying	Intimidate		★ELC	RCK						GRD		

H

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Happiny	Normal		Natural Cure	Serene Grace	FTG							GHO		
Hariyama	Fighting		Thick Fat	Guts	FLY	PSY								
Haunter	Ghost	Poison	Levitate		PSY	GHO	DRK					NRM	FTG	GRD*1
Heatran	Fire	Steel	Flash Fire		★GRD	WTR	FTG					PSN	FIR*1	
Heracross	Bug	Fighting	Swarm	Guts	★FLY	FIR	PSY							
Hippopotas	Ground		Sand Stream		GRS	WTR	ICE					ELC		
Hippowdon	Ground		Sand Stream		GRS	WTR	ICE					ELC		
Hitmonchan	Fighting		Keen Eye	Iron Fist	FLY	PSY								
Hitmonlee	Fighting		Limber	Reckless	FLY	PSY								
Hitmontop	Fighting		Intimidate	Technician	FLY	PSY								
Honchkrow	Dark	Flying	Insomnia	Super Luck	ELC	ICE	RCK					GRD	PSY	
Ho-Oh	Fire	Flying	Pressure		★RCK	WTR	ELC					GRD		

H

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Hoothoot	Normal	Flying	Insomnia	Keen Eye	ELC	ICE	RCK					GRD	GHO	
Hoppip	Grass	Flying	Chlorophyll	Leaf Guard	★ICE	FIR	PSN	FLY	RCK			GRD		
Horsea	Water		Swift Swim	Sniper	GRS	ELC								
Houndoom	Dark	Fire	Early Bird	Flash Fire	WTR	FTG	GRD	RCK				PSY	FIR *2	
Houndour	Dark	Fire	Early Bird	Flash Fire	WTR	FTG	GRD	RCK				PSY	FIR *2	
Huntail	Water		Swift Swim		GRS	ELC								
Hypno	Psychic		Insomnia	Forewarn	BUG	GHO	DRK							

I

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Igglybuff	Normal		Cute Charm		FTG							GHO		
Illumise	Bug		Oblivious	Tinted Lens	FIR	FLY	RCK							
Infernape	Fire	Fighting	Blaze		WTR	GRD	FLY	PSY						
Ivysaur	Grass	Poison	Overgrow		FIR	ICE	FLY	PSY						

J

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Jigglypuff	Normal		Cute Charm		FTG							GHO		
Jirachi	Steel	Psychic	Serene Grace		FIR	GRD						PSN		
Jolteon	Electric		Volt Absorb		GRD							ELC*1		
Jumpluff	Grass	Flying	Chlorophyll	Leaf Guard	★ICE	FIR	PSN	FLY	RCK			GRD		
Jynx	Ice	Psychic	Oblivious	Forewarn	FIR	BUG	RCK	GHO	DRK	STL				

K

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Kabuto	Rock	Water	Swift Swim	Battle Armor	★GRS	ELC	FTG	GRD						
Kabutops	Rock	Water	Swift Swim	Battle Armor	★GRS	ELC	FTG	GRD						
Kadabra	Psychic		Synchronize	Inner Focus	BUG	GHO	DRK							
Kakuna	Bug	Poison	Shed Skin		FIR	FLY	PSY	RCK						
Kangaskhan	Normal		Early Bird	Scrappy	FTG							GHO		
Kecleon	Normal		Color Change		FTG							GHO		
Kingdra	Water	Dragon	Swift Swim	Sniper	DRG									
Kingler	Water		Hyper Cutter	Shell Armor	GRS	ELC								
Kirlia	Psychic		Synchronize	Trace	BUG	GHO	DRK							
Koffing	Poison		Levitate		PSY							GRD*1		
Krabby	Water		Hyper Cutter	Shell Armor	GRS	ELC								
Kricketot	Bug		Shed Skin		FIR	FLY	RCK							
Kricketune	Bug		Swarm		FIR	FLY	RCK							
Kyogre	Water		Drizzle		GRS	ELC								

L

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Lairon	Steel	Rock	Sturdy	Rock Head	★FTG	★GRD	WTR					PSN		
Lanturn	Water	Electric	Volt Absorb	Illuminate	GRS	GRD						ELC*2		
Lapras	Water	Ice	Water Absorb	Shell Armor	GRS	ELC	FTG	RCK				WTR*2		
Larvitar	Rock	Ground	Guts		★GRS	★WTR	ICE	FTG	GRD	STL		ELC		
Latias	Dragon	Psychic	Levitate		ICE	BUG	GHO	DRG	DRK			GRD*1		
Latios	Dragon	Psychic	Levitate		ICE	BUG	GHO	DRG	DRK			GRD*1		
Leafeon	Grass		Leaf Guard		FIR	ICE	PSN	FLY	BUG					
Ledian	Bug	Flying	Swarm	Early Bird	★RCK	FIR	ELC	ICE	FLY			GRD		
Ledyba	Bug	Flying	Swarm	Early Bird	★RCK	FIR	ELC	ICE	FLY			GRD		
Lickilicky	Normal		Own Tempo	Oblivious	FTG							GHO		
Lickitung	Normal		Own Tempo	Oblivious	FTG							GHO		
Lileep	Rock	Grass	Suction Cups		ICE	FTG	BUG	STL						
Linoone	Normal		Pickup	Gluttony	FTG							GHO		
Lombre	Water	Grass	Swift Swim	Rain Dish	PSN	FLY	BUG							
Lopunny	Normal		Cute Charm	Klutz	FTG							GHO		

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Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Lotad	Water	Grass	Swift Swim	Rain Dish	PSN	FLY	BUG							
Loudred	Normal		Soundproof		FTG							GHO		
Lucario	Fighting	Steel	Steadfast	Inner Focus	FIR	FTG	GRD					PSN		
Ludicolo	Water	Grass	Swift Swim	Rain Dish	PSN	FLY	BUG							
Lugia	Psychic	Flying	Pressure		ELC	ICE	RCK	GHO	DRK			GRD		
Lumineon	Water		Swift Swim	Storm Drain	GRS	ELC								
Lunatone	Rock	Psychic	Levitate		GRS	WTR	BUG	GHO	DRK	STL		GRD*1		
Luvdisc	Water		Swift Swim		GRS	ELC								
Luxio	Electric		Rivalry	Intimidate	GRD									
Luxray	Electric		Rivalry	Intimidate	GRD									

M

Pokémon	Type		Ability		◯ Weak against these move types							× Immune to these move types		
Machamp	Fighting		Guts	No Guard	FLY	PSY								
Machoke	Fighting		Guts	No Guard	FLY	PSY								
Machop	Fighting		Guts	No Guard	FLY	PSY								
Magby	Fire		Flame Body		WTR	GRD	RCK							
Magcargo	Fire	Rock	Magma Armor	Flame Body	★WTR	★GRD	FTG	RCK						
Magikarp	Water		Swift Swim		GRS	ELC								
Magmar	Fire		Flame Body		WTR	GRD	RCK							
Magmortar	Fire		Flame Body		WTR	GRD	RCK							
Magnemite	Electric	Steel	Magnet Pull	Sturdy	★GRD	FIR	FTG					PSN		
Magneton	Electric	Steel	Magnet Pull	Sturdy	★GRD	FIR	FTG					PSN		
Magnezone	Electric	Steel	Magnet Pull	Sturdy	★GRD	FIR	FTG					PSN		
Makuhita	Fighting		Thick Fat	Guts	FLY	PSY								
Mamoswine	Ice	Ground	Oblivious	Snow Cloak	GRS	FIR	WTR	FTG	STL			ELC		
Manaphy	Water		Hydration		GRS	ELC								
Manectric	Electric		Static	Lightningrod	GRD									
Mankey	Fighting		Vital Spirit	Anger Point	FLY	PSY								
Mantine	Water	Flying	Swift Swim	Water Absorb	★ELC	RCK						GRD	WTR*2	
Mantyke	Water	Flying	Swift Swim	Water Absorb	★ELC	RCK						GRD	WTR*2	
Mareep	Electric		Static		GRD									
Marill	Water		Thick Fat	Huge Power	GRS	ELC								
Marowak	Ground		Rock Head	Lightningrod	GRS	WTR	ICE					ELC		
Marshtomp	Water	Ground	Torrent		★GRS							ELC		
Masquerain	Bug	Flying	Intimidate		★RCK	FIR	ELC	ICE	FLY			GRD		
Mawile	Steel		Hyper Cutter	Intimidate	FIR	FTG	GRD					PSN		
Medicham	Fighting	Psychic	Pure Power		FLY	GHO								
Meditite	Fighting	Psychic	Pure Power		FLY	GHO								
Meganium	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG					
Meowth	Normal		Pickup	Technician	FTG							GHO		
Mesprit	Psychic		Levitate		BUG	GHO	DRK					GRD*1		
Metagross	Steel	Psychic	Clear Body		FIR	GRD						PSN		
Metang	Steel	Psychic	Clear Body		FIR	GRD						PSN		
Metapod	Bug		Shed Skin		FIR	FLY	RCK							
Mew	Psychic		Synchronize		BUG	GHO	DRK							
Mewtwo	Psychic		Pressure		BUG	GHO	DRK							
Mightyena	Dark		Intimidate	Quick Feet	FTG	BUG						PSY		
Milotic	Water		Marvel Scale		GRS	ELC								
Miltank	Normal		Thick Fat	Scrappy	FTG							GHO		
Mime Jr.	Psychic		Soundproof	Filter	BUG	GHO	DRK							
Minun	Electric		Minus		GRD									
Misdreavus	Ghost		Levitate		GHO	DRK						NRM	FTG	GRD*1
Mismagius	Ghost		Levitate		GHO	DRK						NRM	FTG	GRD*1

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M

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Moltres	Fire	Flying	Pressure		★RCK	WTR	ELC					GRD		
Monferno	Fire	Fighting	Blaze		WTR	GRD	FLY	PSY						
Mothim	Bug	Flying	Swarm		★RCK	FIR	ELC	ICE	FLY			GRD		
Mr. Mime	Psychic		Soundproof	Filter	BUG	GHO	DRK							
Mudkip	Water		Torrent		GRS	ELC								
Muk	Poison		Stench	Sticky Hold	GRD	PSY								
Munchlax	Normal		Pickup	Thick Fat	FTG							GHO		
Murkrow	Dark	Flying	Insomnia	Super Luck	ELC	ICE	RCK					GRD	PSY	

N

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Natu	Psychic	Flying	Synchronize	Early Bird	ELC	ICE	RCK	GHO	DRK			GRD		
Nidoking	Poison	Ground	Poison Point	Rivalry	WTR	ICE	GRD	PSY				ELC		
Nidoqueen	Poison	Ground	Poison Point	Rivalry	WTR	ICE	GRD	PSY				ELC		
Nidoran♀	Poison		Poison Point	Rivalry	GRD	PSY								
Nidoran♂	Poison		Poison Point	Rivalry	GRD	PSY								
Nidorina	Poison		Poison Point	Rivalry	GRD	PSY								
Nidorino	Poison		Poison Point	Rivalry	GRD	PSY								
Nincada	Bug	Ground	Compoundeyes		FIR	WTR	ICE	FLY				ELC		
Ninetales	Fire		Flash Fire		WTR	GRD	RCK					FIR *1		
Ninjask	Bug	Flying	Speed Boost		★RCK	FIR	ELC	ICE	FLY			GRD		
Noctowl	Normal	Flying	Insomnia	Keen Eye	ELC	ICE	RCK					GRD	GHO	
Nosepass	Rock		Sturdy	Magnet Pull	GRS	WTR	FTG	GRD	STL					
Numel	Fire	Ground	Oblivious	Simple	★WTR	GRD						ELC		
Nuzleaf	Grass	Dark	Chlorophyll	Early Bird	★BUG	FIR	ICE	FTG	PSN	FLY		PSY		

O

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Octillery	Water		Suction Cups	Sniper	GRS	ELC								
Oddish	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY						
Omanyte	Rock	Water	Swift Swim	Shell Armor	★GRS	ELC	FTG	GRD						
Omastar	Rock	Water	Swift Swim	Shell Armor	★GRS	ELC	FTG	GRD						
Onix	Rock	Ground	Rock Head	Sturdy	★GRS	★WTR	ICE	FTG	GRD	STL		ELC		

P

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Pachirisu	Electric		Run Away	Pickup	GRD									
Palkia	Water	Dragon	Pressure		DRG									
Paras	Bug	Grass	Effect Spore	Dry Skin	★FIR	★FLY	ICE	PSN	BUG	RCK		WTR*2		
Parasect	Bug	Grass	Effect Spore	Dry Skin	★FIR	★FLY	ICE	PSN	BUG	RCK		WTR*2		
Pelipper	Water	Flying	Keen Eye		★ELC	RCK						GRD		
Persian	Normal		Limber	Technician	FTG							GHO		
Phanpy	Ground		Pickup		GRS	WTR	ICE					ELC		
Phione	Water		Hydration		GRS	ELC								
Pichu	Electric		Static		GRD									
Pidgeot	Normal	Flying	Keen Eye	Tangled Feet	ELC	ICE	RCK					GRD	GHO	
Pidgeotto	Normal	Flying	Keen Eye	Tangled Feet	ELC	ICE	RCK					GRD	GHO	
Pidgey	Normal	Flying	Keen Eye	Tangled Feet	ELC	ICE	RCK					GRD	GHO	
Pikachu	Electric		Static		GRD									
Piloswine	Ice	Ground	Oblivious	Snow Cloak	GRS	FIR	WTR	FTG	STL			ELC		
Pineco	Bug		Sturdy		FIR	FLY	RCK							
Pinsir	Bug		Hyper Cutter	Mold Breaker	FIR	FLY	RCK							
Piplup	Water		Torrent		GRS	ELC								
Plusle	Electric		Plus		GRD									
Politoed	Water		Water Absorb	Damp	GRS	ELC						WTR*2		

★ Deals 4 times damage. / *1 Ability prevents damage from being dealt / *2 May deal damage, depending on the Pokémon's Ability / *3 May not deal damage, depending on the Pokémon's Ability

Pokémon	Type		Ability		◯ Weak against these move types							✕ Immune to these move types		
Poliwag	Water		Water Absorb	Damp	GRS	ELC						WTR*2		
Poliwhirl	Water		Water Absorb	Damp	GRS	ELC						WTR*2		
Poliwrath	Water	Fighting	Water Absorb	Damp	GRS	ELC	FLY	PSY				WTR*2		
Ponyta	Fire		Run Away	Flash Fire	WTR	GRD	RCK					FIR *2		
Poochyena	Dark		Run Away	Quick Feet	FTG	BUG						PSY		
Porygon	Normal		Trace	Download	FTG							GHO		
Porygon-Z	Normal		Adaptability	Download	FTG							GHO		
Porygon2	Normal		Trace	Download	FTG							GHO		
Primeape	Fighting		Vital Spirit	Anger Point	FLY	PSY								
Prinplup	Water		Torrent		GRS	ELC								
Probopass	Rock	Steel	Sturdy	Magnet Pull	★FTG	★GRD	WTR					PSN		
Psyduck	Water		Damp	Cloud Nine	GRS	ELC								
Pupitar	Rock	Ground	Shed Skin		★GRS	★WTR	ICE	FTG	GRD	STL		ELC		
Purugly	Normal		Thick Fat	Own Tempo	FTG							GHO		

Q

Pokémon	Type		Ability		◯ Weak against these move types							✕ Immune to these move types		
Quagsire	Water	Ground	Damp	Water Absorb	★GRS							ELC	WTR*2	
Quilava	Fire		Blaze		WTR	GRD	RCK							
Qwilfish	Water	Poison	Poison Point	Swift Swim	ELC	GRD	PSY							

R

Pokémon	Type		Ability		◯ Weak against these move types							✕ Immune to these move types		
Raichu	Electric		Static		GRD									
Raikou	Electric		Pressure		GRD									
Ralts	Psychic		Synchronize	Trace	BUG	GHO	DRK							
Rampardos	Rock		Mold Breaker		GRS	WTR	FTG	GRD	STL					
Rapidash	Fire		Run Away	Flash Fire	WTR	GRD	RCK					FIR *2		
Raticate	Normal		Run Away	Guts	FTG							GHO		
Rattata	Normal		Run Away	Guts	FTG							GHO		
Rayquaza	Dragon	Flying	Air Lock		★ICE	RCK	DRG					GRD		
Regice	Ice		Clear Body		FIR	FTG	RCK	STL						
Regigigas	Normal		Slow Start		FTG							GHO		
Regirock	Rock		Clear Body		GRS	WTR	FTG	GRD	STL					
Registeel	Steel		Clear Body		FIR	FTG	GRD					PSN		
Relicanth	Water	Rock	Swift Swim	Rock Head	★GRS	ELC	FTG	GRD						
Remoraid	Water		Hustle	Sniper	GRS	ELC								
Rhydon	Ground	Rock	Lightningrod	Rock Head	★GRS	★WTR	ICE	FTG	GRD	STL		ELC		
Rhyhorn	Ground	Rock	Lightningrod	Rock Head	★GRS	★WTR	ICE	FTG	GRD	STL		ELC		
Rhyperior	Ground	Rock	Lightningrod	Solid Rock	★GRS	★WTR	ICE	FTG	GRD	STL		ELC		
Riolu	Fighting		Steadfast	Inner Focus	FLY	PSY								
Roselia	Grass	Poison	Natural Cure	Poison Point	FIR	ICE	FLY	PSY						
Roserade	Grass	Poison	Natural Cure	Poison Point	FIR	ICE	FLY	PSY						
Rotom	Electric	Ghost	Levitate		GHO	DRK						NRM	FTG	GRD*1
Rotom (Fan Rotom)	Electric	Ghost	Levitate		GHO	DRK						NRM	FTG	GRD*1
Rotom (Frost Rotom)	Electric	Ghost	Levitate		GHO	DRK						NRM	FTG	GRD*1
Rotom (Heat Rotom)	Electric	Ghost	Levitate		GHO	DRK						NRM	FTG	GRD*1
Rotom (Mow Rotom)	Electric	Ghost	Levitate		GHO	DRK						NRM	FTG	GRD*1
Rotom (Wash Rotom)	Electric	Ghost	Levitate		GHO	DRK						NRM	FTG	GRD*1

S

Pokémon	Type		Ability		◯ Weak against these move types							✕ Immune to these move types		
Sableye	Dark	Ghost	Keen Eye	Stall								NRM	FTG	PSY
Salamence	Dragon	Flying	Intimidate		★ICE	RCK	DRG					GRD		
Sandshrew	Ground		Sand Veil		GRS	WTR	ICE					ELC		

S

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Sandslash	Ground		Sand Veil		GRS	WTR	ICE					ELC		
Sceptile	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG					
Scizor	Bug	Steel	Swarm	Technician	★FIR							PSN		
Scyther	Bug	Flying	Swarm	Technician	★RCK	FIR	ELC	ICE	FLY			GRD		
Seadra	Water		Poison Point	Sniper	GRS	ELC								
Seaking	Water		Swift Swim	Water Veil	GRS	ELC								
Sealeo	Ice	Water	Thick Fat	Ice Body	GRS	ELC	FTG	RCK						
Seedot	Grass		Chlorophyll	Early Bird	FIR	ICE	PSN	FLY	BUG					
Seel	Water		Thick Fat	Hydration	GRS	ELC								
Sentret	Normal		Run Away	Keen Eye	FTG							GHO		
Seviper	Poison		Shed Skin		GRD	PSY								
Sharpedo	Water	Dark	Rough Skin		GRS	ELC	FTG	BUG				PSY		
Shaymin (Land Forme)	Grass		Natural Cure		FIR	ICE	PSN	FLY	BUG					
Shaymin (Sky Forme)	Grass	Flying	Serene Grace		★ICE	FIR	PSN	FLY	RCK			GRD		
Shedinja	Bug	Ghost	Wonder Guard		FIR	FLY	RCK	GHO	DRK			All other types		
Shelgon	Dragon		Rock Head		ICE	DRG								
Shellder	Water		Shell Armor	Skill Link	GRS	ELC								
Shellos	Water		Sticky Hold	Storm Drain	GRS	ELC								
Shieldon	Rock	Steel	Sturdy		★FTG	★GRD	WTR					PSN		
Shiftry	Grass	Dark	Chlorophyll	Early Bird	★BUG	FIR	ICE	FTG	PSN	FLY		PSY		
Shinx	Electric		Rivalry	Intimidate	GRD									
Shroomish	Grass		Effect Spore	Poison Heal	FIR	ICE	PSN	FLY	BUG					
Shuckle	Bug	Rock	Sturdy	Gluttony	WTR	RCK	STL							
Shuppet	Ghost		Insomnia	Frisk	GHO	DRK						NRM	FTG	
Silcoon	Bug		Shed Skin		FIR	FLY	RCK							
Skarmory	Steel	Flying	Keen Eye	Sturdy	FIR	ELC						PSN	GRD	
Skiploom	Grass	Flying	Chlorophyll	Leaf Guard	★ICE	FIR	PSN	FLY	RCK			GRD		
Skitty	Normal		Cute Charm	Normalize	FTG							GHO		
Skorupi	Poison	Bug	Battle Armor	Sniper	FIR	FLY	PSY	RCK						
Skuntank	Poison	Dark	Stench	Aftermath	GRD							PSY		
Slaking	Normal		Truant		FTG							GHO		
Slakoth	Normal		Truant		FTG							GHO		
Slowbro	Water	Psychic	Oblivious	Own Tempo	GRS	ELC	BUG	GHO	DRK					
Slowking	Water	Psychic	Oblivious	Own Tempo	GRS	ELC	BUG	GHO	DRK					
Slowpoke	Water	Psychic	Oblivious	Own Tempo	GRS	ELC	BUG	GHO	DRK					
Slugma	Fire		Magma Armor	Flame Body	WTR	GRD	RCK							
Smeargle	Normal		Own Tempo	Technician	FTG							GHO		
Smoochum	Ice	Psychic	Oblivious	Forewarn	FIR	BUG	RCK	GHO	DRK	STL				
Sneasel	Dark	Ice	Inner Focus	Keen Eye	★FTG	FIR	BUG	RCK	STL			PSY		
Snorlax	Normal		Immunity	Thick Fat	FTG							GHO		
Snorunt	Ice		Inner Focus	Ice Body	FIR	FTG	RCK	STL						
Snover	Grass	Ice	Snow Warning		★FIR	FTG	PSN	FLY	BUG	RCK	STL			
Snubbull	Normal		Intimidate	Run Away	FTG							GHO		
Solrock	Rock	Psychic	Levitate		GRS	WTR	BUG	GHO	DRK	STL		GRD*1		
Spearow	Normal	Flying	Keen Eye		ELC	ICE	RCK					GRD	GHO	
Spheal	Ice	Water	Thick Fat	Ice Body	GRS	ELC	FTG	RCK						
Spinarak	Bug	Poison	Swarm	Insomnia	FIR	FLY	PSY	RCK						
Spinda	Normal		Own Tempo	Tangled Feet	FTG							GHO		
Spiritomb	Ghost	Dark	Pressure									NRM	FTG	PSY
Spoink	Psychic		Thick Fat	Own Tempo	BUG	GHO	DRK							
Squirtle	Water		Torrent		GRS	ELC								
Stantler	Normal		Intimidate	Frisk	FTG							GHO		
Staraptor	Normal	Flying	Intimidate		ELC	ICE	RCK					GRD	GHO	

★ Deals 4 times damage. / *1 Ability prevents damage from being dealt / *2 May deal damage, depending on the Pokémon's Ability / *3 May not deal damage, depending on the Pokémon's Ability

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Staravia	Normal	Flying	Intimidate		ELC	ICE	RCK					GRD	GHO	
Starly	Normal	Flying	Keen Eye		ELC	ICE	RCK					GRD	GHO	
Starmie	Water	Psychic	Illuminate	Natural Cure	GRS	ELC	BUG	GHO	DRK					
Staryu	Water		Illuminate	Natural Cure	GRS	ELC								
Steelix	Steel	Ground	Rock Head	Sturdy	FIR	WTR	FTG	GRD				ELC	PSN	
Stunky	Poison	Dark	Stench	Aftermath	GRD							PSY		
Sudowoodo	Rock		Sturdy	Rock Head	GRS	WTR	FTG	GRD	STL					
Suicune	Water		Pressure		GRS	ELC								
Sunflora	Grass		Chlorophyll	Solar Power	FIR	ICE	PSN	FLY	BUG					
Sunkern	Grass		Chlorophyll	Solar Power	FIR	ICE	PSN	FLY	BUG					
Surskit	Bug	Water	Swift Swim		ELC	FLY	RCK							
Swablu	Normal	Flying	Natural Cure		ELC	ICE	RCK					GRD	GHO	
Swalot	Poison		Liquid Ooze	Sticky Hold	GRD	PSY								
Swampert	Water	Ground	Torrent		★GRS							ELC		
Swellow	Normal	Flying	Guts		ELC	ICE	RCK					GRD	GHO	
Swinub	Ice	Ground	Oblivious	Snow Cloak	GRS	FIR	WTR	FTG	STL			ELC		

T

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Taillow	Normal	Flying	Guts		ELC	ICE	RCK					GRD	GHO	
Tangela	Grass		Chlorophyll	Leaf Guard	FIR	ICE	PSN	FLY	BUG					
Tangrowth	Grass		Chlorophyll	Leaf Guard	FIR	ICE	PSN	FLY	BUG					
Tauros	Normal		Intimidate	Anger Point	FTG							GHO		
Teddiursa	Normal		Pickup	Quick Feet	FTG							GHO		
Tentacool	Water	Poison	Clear Body	Liquid Ooze	ELC	GRD	PSY							
Tentacruel	Water	Poison	Clear Body	Liquid Ooze	ELC	GRD	PSY							
Togekiss	Normal	Flying	Hustle	Serene Grace	ELC	ICE	RCK					GRD	GHO	
Togepi	Normal		Hustle	Serene Grace	FTG							GHO		
Togetic	Normal	Flying	Hustle	Serene Grace	ELC	ICE	RCK					GRD	GHO	
Torchic	Fire		Blaze		WTR	GRD	RCK							
Torkoal	Fire		White Smoke		WTR	GRD	RCK							
Torterra	Grass	Ground	Overgrow		★ICE	FIR	FLY	BUG				ELC		
Totodile	Water		Torrent		GRS	ELC								
Toxicroak	Poison	Fighting	Anticipation	Dry Skin	★PSY	GRD	FLY					WTR*2		
Trapinch	Ground		Hyper Cutter	Arena Trap	GRS	WTR	ICE					ELC		
Treecko	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG					
Tropius	Grass	Flying	Chlorophyll	Solar Power	★ICE	FIR	PSN	FLY	RCK			GRD		
Turtwig	Grass		Overgrow		FIR	ICE	PSN	FLY	BUG					
Typhlosion	Fire		Blaze		WTR	GRD	RCK							
Tyranitar	Rock	Dark	Sand Stream		★FTG	GRS	WTR	GRD	BUG	STL		PSY		
Tyrogue	Fighting		Guts	Steadfast	FLY	PSY								

U

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Umbreon	Dark		Synchronize		FTG	BUG						PSY		
Unown	Psychic		Levitate		BUG	GHO	DRK					GRD*1		
Ursaring	Normal		Guts	Quick Feet	FTG							GHO		
Uxie	Psychic		Levitate		BUG	GHO	DRK					GRD*1		

V

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Vaporeon	Water		Water Absorb		GRS	ELC						WTR*1		
Venomoth	Bug	Poison	Shield Dust	Tinted Lens	FIR	FLY	PSY	RCK						
Venonat	Bug	Poison	Compoundeyes	Tinted Lens	FIR	FLY	PSY	RCK						
Venusaur	Grass	Poison	Overgrow		FIR	ICE	FLY	PSY						

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V

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Vespiquen	Bug	Flying	Pressure		★RCK	FIR	ELC	ICE	FLY			GRD		
Vibrava	Ground	Dragon	Levitate		★ICE	DRG						ELC	GRD*1	
Victreebel	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY						
Vigoroth	Normal		Vital Spirit		FTG							GHO		
Vileplume	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY						
Volbeat	Bug		Illuminate	Swarm	FIR	FLY	RCK							
Voltorb	Electric		Soundproof	Static	GRD									
Vulpix	Fire		Flash Fire		WTR	GRD	RCK					FIR *1		

W

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Wailmer	Water		Water Veil	Oblivious	GRS	ELC								
Wailord	Water		Water Veil	Oblivious	GRS	ELC								
Walrein	Ice	Water	Thick Fat	Ice Body	GRS	ELC	FTG	RCK						
Wartortle	Water		Torrent		GRS	ELC								
Weavile	Dark	Ice	Pressure		★FTG	FIR	BUG	RCK	STL			PSY		
Weedle	Bug	Poison	Shield Dust		FIR	FLY	PSY	RCK						
Weepinbell	Grass	Poison	Chlorophyll		FIR	ICE	FLY	PSY						
Weezing	Poison		Levitate		PSY							GRD*1		
Whiscash	Water	Ground	Oblivious	Anticipation	★GRS							ELC		
Whismur	Normal		Soundproof		FTG							GHO		
Wigglytuff	Normal		Cute Charm		FTG							GHO		
Wingull	Water	Flying	Keen Eye		★ELC	RCK						GRD		
Wobbuffet	Psychic		Shadow Tag		BUG	GHO	DRK							
Wooper	Water	Ground	Damp	Water Absorb	★GRS							ELC	WTR*2	
Wormadam (Plant Cloak)	Bug	Grass	Anticipation		★FIR	★FLY	ICE	PSN	BUG	RCK				
Wormadam (Sandy Cloak)	Bug	Ground	Anticipation		FIR	WTR	ICE	FLY				ELC		
Wormadam (Trash Cloak)	Bug	Steel	Anticipation		★FIR							PSN		
Wurmple	Bug		Shield Dust		FIR	FLY	RCK							
Wynaut	Psychic		Shadow Tag		BUG	GHO	DRK							

X

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Xatu	Psychic	Flying	Synchronize	Early Bird	ELC	ICE	RCK	GHO	DRK			GRD		

Y

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Yanma	Bug	Flying	Speed Boost	Compoundeyes	★RCK	FIR	ELC	ICE	FLY			GRD		
Yanmega	Bug	Flying	Speed Boost	Tinted Lens	★RCK	FIR	ELC	ICE	FLY			GRD		

Z

Pokémon	Type		Ability		Weak against these move types							Immune to these move types		
Zangoose	Normal		Immunity		FTG							GHO		
Zapdos	Electric	Flying	Pressure		ICE	RCK						GRD		
Zigzagoon	Normal		Pickup	Gluttony	FTG							GHO		
Zubat	Poison	Flying	Inner Focus		ELC	ICE	PSY	RCK				GRD		

★ Deals 4 times damage. / *1 Ability prevents damage from being dealt / *2 May deal damage, depending on the Pokémon's Ability / *3 May not deal damage, depending on the Pokémon's Ability

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Type Matchup Chart

Types are assigned both to moves and to the Pokémon receiving them. These types can greatly affect the amount of damage dealt or received in battle, so learn how they stand up against one another and give yourself an advantage in battle.

Attacking Pokémon's Move Type \ Defending Pokémon's Type	Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal													△	×			△
Fire		△	△	◎		◎						◎	△		△		◎
Water		◎	△	△					◎				◎		△		
Grass		△	◎	△				△	◎	△		△	◎		△		△
Electric			◎	△	△				×	◎					△		
Ice		△	△	◎		△			◎	◎					◎		△
Fighting	◎					◎		△		△	△	△	◎	×		◎	◎
Poison				◎				△	△				△	△			×
Ground		◎		△	◎			◎		×		△	◎				◎
Flying				◎	△		◎					◎	△				△
Psychic							◎	◎			△					×	△
Bug		△		◎			△	△		△	◎			△		◎	△
Rock		◎				◎	△		△	◎		◎					△
Ghost	×										◎			◎		△	△
Dragon															◎		△
Dark							△				◎			◎		△	△
Steel		△	△		△	◎							◎				△

Legend

◎ Very effective **"It's super effective!"**	**x2**	△ Not too effective **"It's not very effective..."**	**x0.5**
× No effect **"It doesn't affect..."**	**x0**	(No Icon) Normal damage	**x1**

- Fire-type Pokémon cannot be afflicted with the Burned condition.
- Grass-type Pokémon are immune to Leech Seed.
- Ice-type Pokémon cannot be afflicted with the Frozen condition, and take no damage from the Hail weather condition.
- Poison-type Pokémon cannot be afflicted with a Poison or a Badly Poisoned condition, even when switching in with Toxic Spikes in play. Poison-type Pokémon nullify Toxic Spikes (unless these Pokémon are also Flying type or have the Levitate Ability).
- Ground-type Pokémon are immune to Thunder Wave and to damage from the Sandstorm weather condition.
- Flying-type Pokémon cannot be damaged by Spikes when switching in, or become afflicted with a Poison or Badly Poisoned condition due to switching in with Toxic Spikes in play.
- Rock-type Pokémon are immune to damage from the Sandstorm weather condition.
- Steel-type Pokémon are immune to damage from the Sandstorm weather condition.

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